Holiday Toy Special!

Disney Adventures

December 1995

Movie Preview:

TOY STORY

Secrets

Cowboy Woody and Buzz Lightyear

• Your Favorite Toys
's Talk
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SO THERE I WAS GOING TO A COOL PARTY AT MY NEW SCHOOL...

AND I DIDN'T KNOW ANYBODY. I MEAN I WAS SHAKIN' IN MY SHOES!

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CRUNCH

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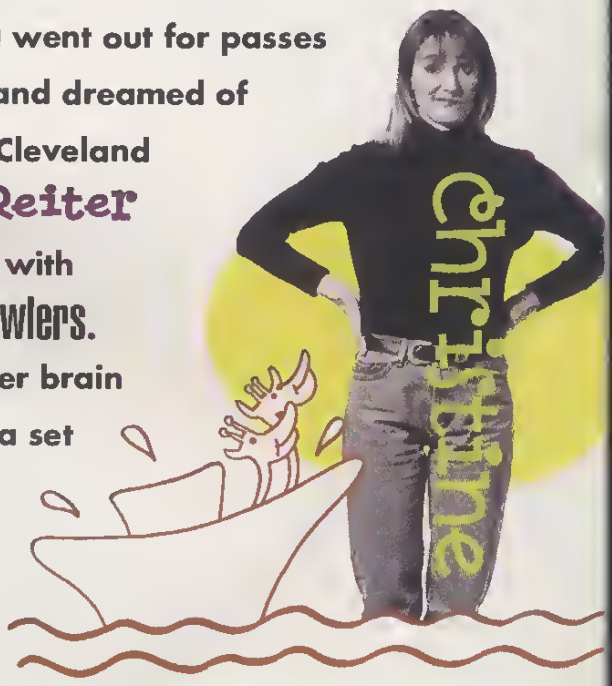
Hello

My dad used to own a **toy store**, so my sister and I always had the newest toys before any of our friends had them. My absolute fave was a "The Girl from U.N.C.L.E." **spy briefcase**.

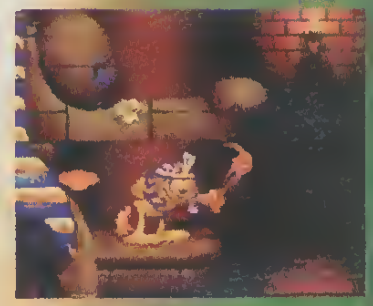
The **D.A.** staffers still dream about their favorite toys: **Christine** played in the creek with her plastic **Noah's ark set** (complete with little plastic animal pairs and a plastic Noah in sandals). **Sean** went out for passes with **Nerf balls** and dreamed of playing for the Cleveland Browns. **Amy Reiter** scared herself silly with rubbery **Creepy-Crawlers**. **Heidi** boggled her brain playing **chess** with a set that had Napoleon and Josephine for king and queen. **Robyn** baked up a storm with her Suzy Homemaker oven. Check your toy wish list one more time...and



Adventure On!

Phyllis

It's Garfield's first time in a video game. And he went and got himself trapped in a world of late-night B movies like *The Curse of Cleafatra*, *Count Slobula* and *Catsablanca*. Without you, he's stuck there. As you romp through each scene you'll find plenty of new weapons, bad guys, and eye-popping graphics drawn by Garfield's animator, Jim Davis. You'll jump, scratch, and weasel your way out of some potentially nasty situations. And if you're good enough to get Garfield back to reality, he might just teach you how to do that bathing with the tongue thing.



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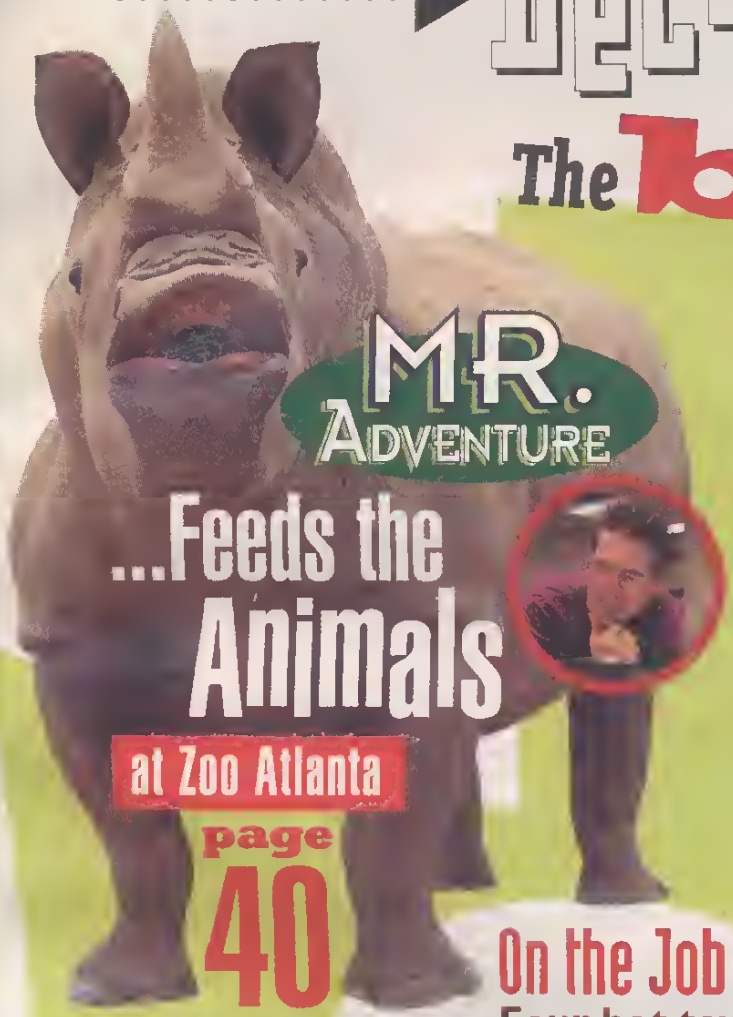

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It's *Toy Story* Time!

We interviewed the voices behind the toys (yep, we got Tom Hanks!). Plus, we discovered 10 *Toy Story* secrets!

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On the Job in Toyland

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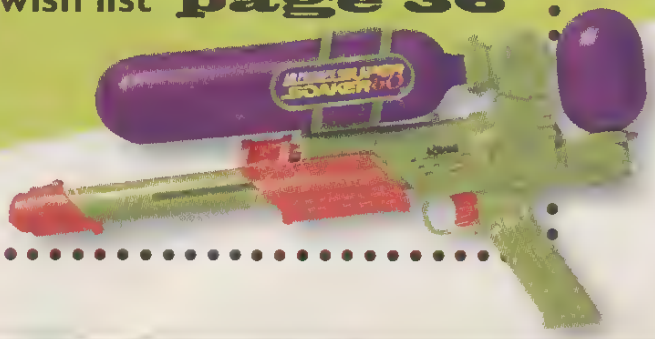

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Disney Adventures

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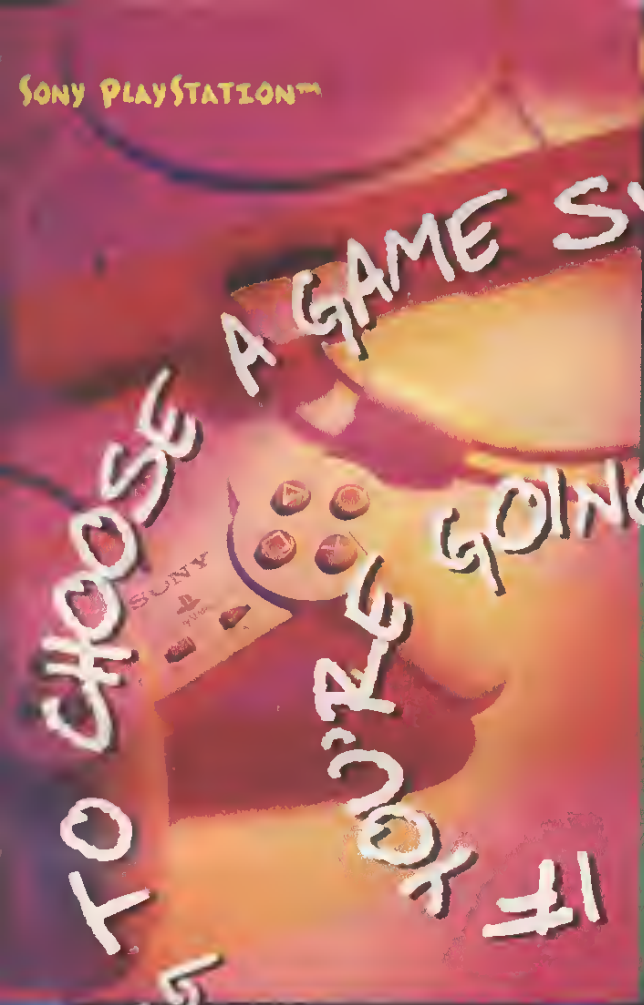

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Thanks

Your letters, photos and comments.

Far Eastern Exhaustion

I went with my family to China. We were on the plane for 13 hours straight! It was a total culture shock! The meals were usually about eight courses. We did some major sight-seeing and shopping. We were so tired, we went to Thailand for a week after that. All we did there was lie around the pool, since it was extremely hot! It was a wicked trip!

KARA HARUN, 12, SHARON, ONTARIO, CANADA

Love at First Screen

I am a computer freak. I *love* the computer—I think it was invented for me! I love cruising the Internet and playing computer games. Someday, I would like to become a "Bill Gates" (the multibillionaire who started Microsoft). I also want to be a computer expert, like my dad. And I want to become a writer for a certain magazine (hint, hint).

MEGAN RYAN HALL, 12, SPRINGFIELD, VIRGINIA

Kid Pics

Flag 'em! RONI MILLER, 11, from BAKERSFIELD, CALIFORNIA, and her cousin, ERIN MCCOY, 11, are having fun in this wacky-looking car.

Write to us! Send us your letters, photos or drawings, along with your age and phone number, to Zip Code, DISNEY ADVENTURES, P.O. Box 861, New York, NY 10113-0861. You can E-mail your letter to DAZip@AOL.COM. All materials sent become the property of DISNEY ADVENTURES, and all rights thereto are transferred to DISNEY ADVENTURES. They may be reprinted without compensation or acknowledgment and cannot be returned.

And they* said it couldn't be done.

* { *"They" being all those bone-head, pencil-necked, I-guess-you're-not-as-smart-as-you-look techno geeks who said there's no way to get next-gen graphics, humongous characters, and a mind-blowing variety of game play all on a 16-bit system. Well, maybe "they" should try this on for size.* }

For Sega™ Genesis™ and Super NES.®

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1. 2. 3.

Can you match the guitar with the fit of the jeans

ed clues? Levi's® 505® jeans are made long and straight. Levi's 550™ jeans are made a little fatter. And
's 560™ jeans are made even bigger. Make your own choice, play your own music. (And for you drummers
there, don't forget to turn the magazine right-side up or you'll end up back at the table of contents.)

MACHINE THAT STITCHES DOLL HAIR TO DOLL HEADS) • SUCKER-MACHINE OPERATOR (ATTACHES THE CANDY TO THE STICK)

SO, WHAT DO YOU WANT TO BE WHEN YOU GROW UP? ARMPIT SNIFFER (TESTS DEODORANTS) • THE CANDY TO THE STICK) • SUCKER-MACHINE OPERATOR (ATTACHES MACHINE THAT STITCHES DOLL HAIR TO DOLL HEADS) • ROOTER OPERATOR (WORKS PRUNES FOR CANNING) • QUEEN PRODUCER (RAISES QUEEN BEES)

D.A. buzz

Info to go and things to know!

slang patrol

Kid Slang-Hunter

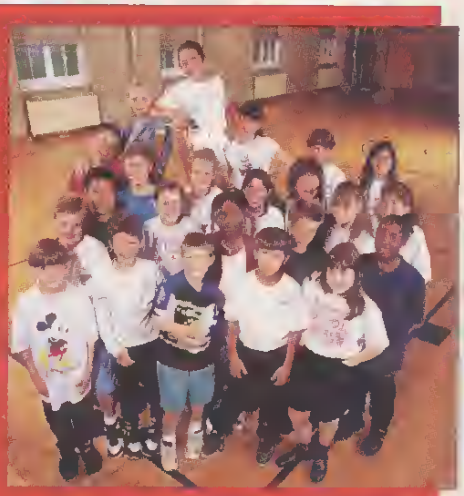
Andrew Abramson, 12, of Davie, Florida, went on a slang hunt and bagged these prize expressions:

Reality impaired. Lacking common sense. "Brad is reality impaired. He actually thinks he could win against Chuck Norris."

Chiphead. Someone who's familiar with computers. "Carl's a chiphead. Ask him for help with your software."

Momaflage. To hide something you don't want your mother to see. "If I were you, I'd momaflage that bad report card until she's in a better mood."

Jen Mora promised D.A. that her fifth-grade class knows what's stylin', so we checked out Bowers Elementary School in Manchester, Connecticut. Her class *loves* Salt-N-Pepa because their rap is totally cool! If Jen's class could choose the sports in gym class, they'd be playing in-line hockey and lacrosse!



smokin' jokin'

slang	"Don't be dissin' me"	"groovy," "cowabunga"
celebs	Arnold Schwarzenegger	Big Bird
tv/ movies	"Fresh Prince of Bel-Air"	"Mighty Morphin Power Rangers"
food	pizza, tacos	guacamole, anchovies

• BALL PICKER (RETRIEVES UNCLAIMED BASEBALLS,

Ultimate GIFT GUIDE

By Michelle Ernst and D.A.'s Junior Reporters

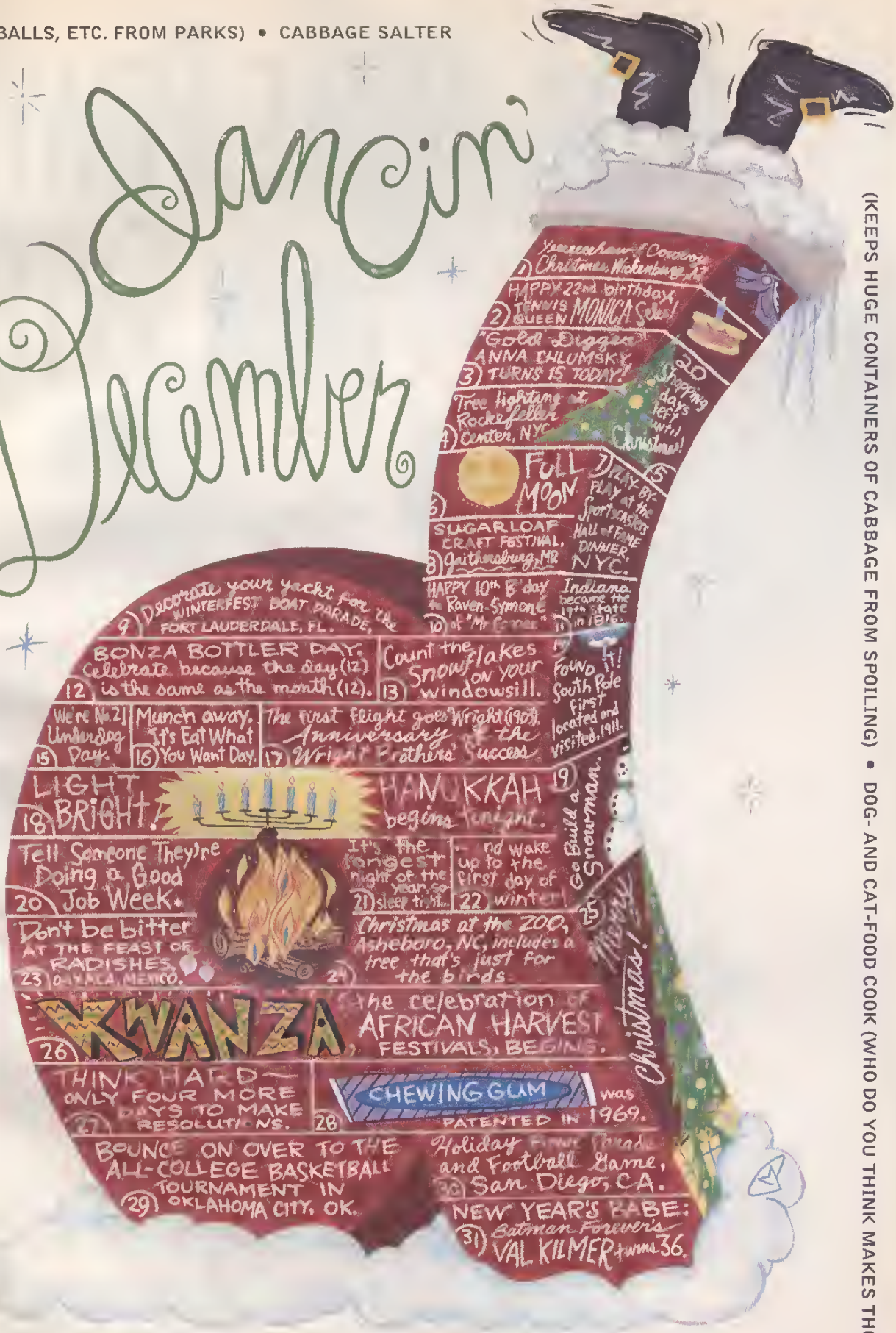
You've gotta have what?

Our junior reporters asked 750 kids what present they'd do anything for this year, and our survey says it's somewhere between a red Ferrari and a lawn mower. Check out these **cool** (and strange) gifts on the **gimme, gimme** list!

- red FERRARI
- **a pencil that does your homework for you**
- **paintball** equipment
- the **T-Rex** from *Jurassic Park*
- **go-carts**
- **a lifetime supply of** Twinkies
- my own personal **baseball** diamond
- a **red,** curly wig to cover bad haircuts
- a **virtual-reality** game system
- **a pet rat**
- **springs** on the bottoms of my **shoes** so I can jump really high
- **lawn mower**

STORES FISH AT RESORTS) • PRUNE WASHER (PREPARES

Dancin' December



(KEEPS HUGE CONTAINERS OF CABBAGE FROM SPOILING) • DOG- AND CAT-FOOD COOK (WHO DO YOU THINK MAKES THOSE LITTLE FISH?) • EASTER BUNNY (SOMEBODY'S GOT TO DO IT!) • FISH HOUSEKEEPER (CLEANS AR

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Your Guide to TV, Movies, Music and More

Video Ho-Ho-Ho!

A long, long time ago, in a magazine far, far away (actually, last December's D.A.), we asked you for your favorite holiday videos. It's that time of year again (have you been naughty or nice?), so we're gonna tell you the winners of our North Pole Video Poll.

1. ***How the Grinch Stole Christmas.*** That green-faced urchin and his mangy mutt Max stole almost all the votes. Maybe his heart will grow four times its size!

2. ***Home Alone.*** Oh, noooooooo! Oh, yes!

3. ***Rudolph the Red-Nosed Reindeer.*** ...had a very shiny nose, and if you ever saw it....C'mon, now, everybody sing!

4. (tie) ***The Santa Clause.*** You like watching Tim Allen gain 200 pounds and tease all the North Pole elves, don't ya? ***Miracle on 34th Street.*** We wish all the department-store Santas were like this one.

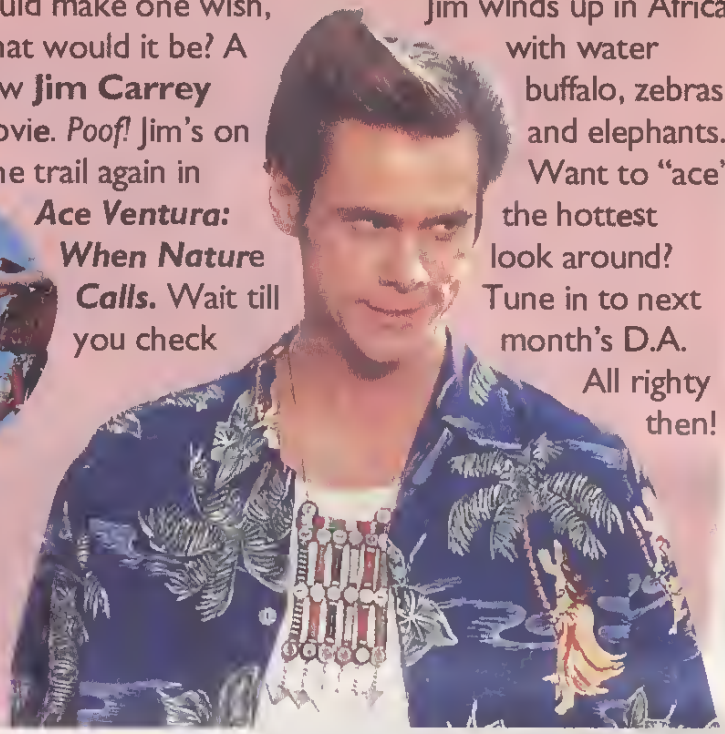
5. ***The Nightmare Before Christmas.*** Jack and his ghoul friends have a howl of a time.

Are you sick of always singing the same ol' "Ho, ho, ho" and "Let it snow, snow, snow"? Want an alternative? ***You Sleigh Me!*** That's the name of a new album featuring alternative groups singing traditional holiday songs. You won't want to miss Collective Soul crooning "Blue Christmas," or Tori Amos pa-rum-pum-pumming "Little Drummer Boy."

Collective Soul

MOVIES

What to do while waiting for *Jurassic Park II*? Make more movies! **Joseph Mazzello** (who played Timmy in *JP*) was in *The Cure* last spring and now stars in ***Three Wishes***. Joseph plays Tom, a boy who meets a mysterious drifter, Jack (played by Patrick Swayze). After Tom and his family do a good deed for Jack, he grants them three wishes....If D.A. could make one wish, what would it be? A new **Jim Carrey** movie. *Poof!* Jim's on the trail again in ***Ace Ventura: When Nature Calls.*** Wait till you check out this animal farm. Jim winds up in Africa with water buffalo, zebras and elephants. Want to "ace" the hottest look around? Tune in to next month's D.A. All righty then!



My Girl's a Gold Digger

Last time D.A. spoke with **Anna Chlumsky**, 14, she was running around Los Angeles with Austin O'Brien filming *My Girl 2*. Now she and **Christina Ricci** (*Casper*) are racing through the woods like a pair of Huck Finns in ***Gold Diggers: The Secret of Bear Mountain.*** D.A. went to a sneak preview of *Gold Diggers*, and the first thing we noticed was that Anna had cut off her hair!

D.A.: Did they make you cut your hair for this movie?

A.C.: I'd been wanting to cut it for a while, and I thought this would be a good time. I asked the director, "Don't you think Jody [the character Anna plays] would have short hair, since she's a wild child running through the forest and wouldn't want it getting caught in branches?" He agreed.

Christina Ricci and Anna Chlumsky

D.A.: Why did you want to play the part of Jody?

A.C.: She's so fun! She gets to do all these great stunts, and lives a wild life in the forest. I would like to have someone like her in my life. She's cool.

D.A.: Were the bats in the cave scene real?

A.C.: No, they were computer bats. But I

wouldn't mind if they were real bats. I worked as an intern in the fishes department at the Field Museum in Chicago last summer. After going through the bat exhibit a couple of times, I learned a lot about them and I wasn't scared of them.

D.A.: You've got a great laugh, but in the movie, you laugh like a, *uh*...

A.C.: The script called for a hee-haw horselaugh. I used to laugh like that when I was younger. Since making the movie, I laugh like that sometimes. I have to overcome it again.

D.A.: Do you collect anything?

A.C.: I collect any kind of old Saturday-morning cartoon stuff. And anything Beatles.

D.A.: The last time we talked, you were thinking of becoming a journalist or a paleontologist. Is that still true?

A.C.: Zoologist has overcome it all. I like the fishes. After three months of working with them, I like them a lot.

D.A.: If you found a treasure like the one in the movie, what would you do?

A.C.: Cry tears of joy!

—*Liz Smith*

Yo Ho, Yo Ho

Chris Masterson got bitten by a monkey, stabbed at by swords, and almost drowned under gallons of water. Was he unhappy about this? Heck no. He was having the time of his life living out his dream of being a pirate on the high seas in ***Cutthroat Island.*** Chris, 15, plays Bowen, a wimpy pirate who gets shipwrecked and then rescued by pirate Morgan Adams (played by Geena Davis). D.A. wanted to hear all about his adventures, so before you could say, "Shiver me timbers," we had Chris on the phone yakking away.

"I've always wanted to be a pirate," says Chris.

D.A.: Did you have to train for your role?

C.M.: Yeah, I did weight training, pull-ups, push-ups and exercises to increase my stamina and keep my metabolism up. I took three weeks of fencing lessons. I was taught low-class fencing—because I'm a pirate, I mix in some street fighting and get a kick in here and there.

D.A.: Did any of your spare-time activities help you to prepare?

C.M.: Yes. I play paintball and ice hockey and I rock climb. And my family has a speedboat and a sailboat, so I go out on them around New York. I've been around boats my whole life. That's probably why I

didn't get seasick making *Cutthroat Island*.

D.A.: What was the hardest thing you did in the movie?

C.M.: The whole thing was hard! In Thailand, it was 110 degrees. There was no shade and no wind. I climbed ropes on a galleon out at sea. I did a lot of my own stunts. In one scene, the special-effects guys threw thousands of gallons of cold water on me, and a huge propeller blew wind at me, while I was getting stabbed at by swords!

D.A.: And what about the scene with that little monkey?

C.M.: We were shooting in Malta, and I had a monkey named Shana on my shoulder. There were a lot of extras around, and one bumped into Shana. So Shana bit me on the cheek!

D.A.: Oh, no! Did you have to go to the hospital?

C.M.: No, the movie medic gave me a shot, and the makeup artist fixed my cheek, and we kept on filming.

—*Liz Smith*

Ahoy, mateys!

Ready for a treasure hunt? We've hidden this symbol

somewhere in the pages of D.A. After you find it, send a letter telling us what page it was on—along with your name, address and age—to DISNEY ADVENTURES, Ticket/Cutthroat Island, 500 S. Buena Vista Street, Burbank, CA 91521-6153. The first 50 kids to find the treasure will win *Cutthroat Island* movie stuff like a hat or T-shirt. Happy hunting!

Anybody who hasn't been following the *Spider-Man* comics lately has been missing out...and is totally lost. So, what's the deal? A long time ago, a clone replaced Spidey. Now the real Spidey's back, with a kickin' new costume and a brand-new monthly comic: ***The Sensational Spider-Man***, coming soon to a comics shop near you.

Hey, anybody notice how many comics characters are invading one another's worlds lately? The newest cool DC/Marvel crossover features a cosmic battle royale called ***Green Lantern/Silver Surfer***, which also stars fan favorite characters Thanos and Parallax!

And you've got to check out former *X-Men* writer Fabian Nicieza's new monthly book, ***Captain Marvel***. We all know comics characters never really die—but Captain Marvel did. Now his son, Legacy, has taken over the family business, but he's got some way-big shoes to fill.

Green Lantern and Silver Surfer

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and the GUARDIANS *of* THE MAGIC

SABAN

It's TOY STORY Time!

By Liz Smith

D.A.

visited the happiest place on earth! No, not that one. There's another one: Pixar, the animation studio that made *Toy Story*. The people who work there travel by scooter up and down hallways with names like Tin Toy Alley and Scooter Boulevard. A kajillion toys are strewn everywhere. And the best part is nobody yells at you to pick them up!

Toy Story is like nothing you've ever seen before: a feature-length film animated entirely on computer. We wanted to know how the film was made, who did the voices, plus any secret stuff—so we hopped on a scooter and away we went!

The Toy Story Story

Woody, an old-fashioned pull-string cowboy, is the top toy in **Andy's** toy collection. He and the other toys take their job of being toys seriously. Their biggest fears? Being replaced, getting broken, or becoming lost. Woody's favorite-toy status is threatened when Andy receives an awesome action figure called **Buzz Lightyear.** But their showdown is postponed because they must work together to survive the biggest villain of all: Sid, the toy destroyer. Will they survive? And if they do, who will reign as top toy? D.A.'s not gonna tell you any more—we don't like people who give away movie endings!

Top Toy Man

First D.A. spoke with the man who deserves the most *Toy Story* glory: **John Lasseter,** the director. John oversees everything, from the first story idea to the ending you'll see on-screen. He's got an important job, but you'd never know it from his office: It's filled with toys!

D.A.: Do you have a vivid memory of your toys being alive?

J.L.: Toys were very, very important to me growing up. I still love toys, as you can tell. You know how every kid has a blankie? This was my favorite toy for years. [Picks up an old, tattered, brown stuffed animal with a plastic face and pull string.] This is Casper the Friendly Ghost. It's got to be about 36 or 37 years old,

First impression: Woody wonders what all the buzz is about.

about as old as I am. My parents would always say they knew when I was asleep because Casper stopped talking. I'd pull the string and then fall asleep.

D.A.: How did you create Woody and Buzz?

J.L.: We knew we wanted a really amazing action figure and we wanted to create something new, so we thought, "Let's just make a superhero that's a spaceman." And then we needed an opposite toy to be his rival. A cowboy feels old—no kids play with cowboys anymore. We wanted Buzz to have this amazing sound system. And what's the opposite of that? I immediately thought of my Casper and his pull string. That's how we began to develop the characters.

D.A.: Which character is your favorite?

J.L.: That's like asking me which child is my favorite. I'm proud of both Buzz and Woody because as movie characters, beyond just being toys, they have a lot of heart, which is important to me.

Boy Toy

High noon. That's when Tom Hanks called. The perfect time to talk to a cowboy, wouldn't ya say? Thank goodness it wasn't a showdown—rather, just two pardners having a chat.

D.A.: What made you decide to do the voice of Woody?

T.H.: I met Matthew Broderick [voice of older Simba] about the time he was doing *The Lion King*. He told me what a wonderful experience it was. I had never done a voice before, but I'd always been interested in trying it.

D.A.: Since you've always had astronaut ambitions [he recorded this part before playing Jim Lovell in *Apollo 13*], did you want to be Buzz instead of Woody?

T.H.: No, it was fine by me. Woody was taller and funnier, and Buzz was sort of clueless.

D.A.: How did you create Woody's voice?

T.H.: [As a test], the director animated Woody using some of my dialogue from [the 1989 film] *Turner and Hooch*, when I'm yelling at the dog. So I thought, "OK, they want me in that quasi-hysterical mode." And that's how I am through most of the movie.

D.A.: What was your favorite toy as a kid?

T.H.: Major Matt Mason. He was a great astronaut: a

10 Amazing Toy Story Facts

The people at Pixar gladly shared some way-inside stuff with us! Spout off these fabulous facts to your friends and, we guarantee, they'll be majorly impressed!

1. Be Careful What You Wish For...

Art director Ralph Eggelston told us that Julie MacDonald, one of the editors, asked if she could get her name in the movie. So, on Sid's backpack, Ralph wrote: "Julie Macbarfle has kooties." "I was afraid she'd get mad," Ralph says. "But it's true to Sid's character, so I hope she likes it."

2. The Name Game

Pay attention to the license plates on the cars; 21 of them mean

Toys are us: Rex, Mr. Potato Head and Hamm play it cool.

full-on, lifelike astronaut, made with rubber and wire, kind of like Gumby. He was bendable and posable, and I went through a few of them because after a while the wires get all twisted.

D.A.: We love the scene with the little green army men. Did you ever own them?

T.H.: Oh, yeah, I had millions of those! Sometimes I'd cut off their bases and weapons and put them in a pot of boiling water. It would soften them and then I'd change their shapes.

D.A.: What are your favorite toys now?

T.H.: Model planes. Whenever I've got the flu or I'm on a long plane ride, I like to build models of aerodynamic planes.

D.A.: Do you paint them and put the decals on?

T.H.: Oh, no, I don't have the patience for that!

D.A.: In movie roles this year, you've fulfilled two major kid fantasies by being an astronaut and a cowboy....

T.H.: Yeah, and I've been a baseball player, too.

D.A.: Is there another fantasy you'd love to act out in a future role?

T.H.: I wasn't really a cowboy, though, I was a cowboy puppet. So I'd still like to ride that horse across the range!

Toy Chest

***Toy Story* is bustin' out with terrific toys. Come along as we meet the rest of the character voices!**

A Pig to Bank On

John Ratzenberger plays the voice of Hamm, the know-it-all, pigheaded

piggy bank. You might remember John as Cliff the mailman on the TV show "Cheers." Even though John was covered in black paint—he'd been painting a rowboat with his kids—he took a few minutes to talk with us about hamming it up.

D.A.: Are you like Hamm?
J.R.: Well, Hamm is similar to the know-it-all character that I played on "Cheers." Hamm and I both have holes in our bellies, and we both save money. But I'm not pink.
D.A.: What was your favorite toy as a kid?
J.R.: A pirate ship that shot plastic cannonballs.
D.A.: Were you a class clown?
J.R.: Yes, I'm afraid I was. I went to a Catholic school, and I thank the nuns for helping me to get my timing down. You had to say the joke and get the guy next to you laughing, but just as the nun turns around, you're studiously working away. I also thank the nuns for memorization. I'd have to stay after school a lot to memorize epic poems. Now I can memorize a page of script in 30 seconds. I thank them for that.
D.A.: Did you know anyone like Sid?
J.R.: [Laughs.] Yes, I had some cousins who would visit every tenth Sunday or so. They'd pull into the driveway, with a cloud of dust, and like little Tasmanian devils or little tornadoes, they'd come in and wreck all our toys, and then get back in the car and take off. Their parents would sit in our living room and talk. When my sister and I would hear them pull up in the driveway, we'd run to hide our toys in the laundry basket or someplace where they couldn't find them.

Bo-Peep Shines

When we called Annie Potts, the voice of the levelheaded porcelain lamp Bo-Peep, she and her 3-year-old son were watching *The Lion King*—for the umpteenth time—so she gladly took a break.

D.A.: What's Bo-Peep like?
A.P.: Well, she's definitely a '90s version of Bo-Peep.

something special to the crew. For example, one license plate says "MOLYK9"—that's in honor of Pixar's resident sheepdog, Molly. The moving truck says "Eggman Movers," named after Ralph Eggelston, the art director, whose nickname is Eggman.

3. But Who's Counting?

In its most productive week, the Pixar crew completed 3.5 minutes of animation (*Toy Story* is 79 minutes long!). Sid has 15,977 hairs on his head—that's 3,593 more than Woody. About 100 to 120 trees stand on Andy's block. Each of those trees has about 10,000 leaves.

4. Hip, Hop, Hooray!

For the scene in which the army men attack Woody, the animators wanted to get a feel for how army men would walk on solid bases. How'd they do that? They nailed their shoes to a piece of plywood and hopped around.

5. Talk About a Pigpen!

The animators created major dirt on Sid's desk. It includes seven

blotches, two crayon marks, four kinds of moss, five kinds of rust, three brush marks, 16 splats, four dirt marks, 15 drips, two holes, two scrapes, four spills, eight cup rings, three smudges, two chips, two sprays, three wood-grain chips, one splotch of rug dirt, 15 scratches and six watermarks!

6. Time Spent on Most Insignificant Item

Animators spent 15 hours creating hardwood-floor scratches!

7. Final-ly

When director John says, "Final," it means that after an animator has watched a shot play on his video monitor an average of 3,000 times, making changes every step of the way, he's finished!

Then John says to the animator, "Go get a toy!" The animator trots off to the production office to pick out a toy as a reward for finishing a shot. The number of toys on an animator's desk demonstrates his prowess, drawing comments from other

This is not a timid maid wandering over meadow and glen. She's a bedside lamp, come on!

D.A.: What was the hardest thing about recording Bo-Peep's voice?

A.P.: It was tedious to get it right. You're standing in a room with a microphone, and they're saying, "Do it more like this: louder, softer." It's almost like listening to a piece of music over and over again. It's really hard.

D.A.: Do you play with toys now?

A.P.: I had to join Game Boy Anonymous. I bought a Game Boy for my 14-year-old son and I used it so much, I bought my own. We hooked them together and played against each other, but I always beat him, so he stopped playing with me. I was addicted to Tetris. I started to dream about blocks falling into place. I would be on the set and they'd be calling for me, and I'd be in my dressing room playing Tetris. That's the only time I was ever late to the set.

Super Spud

Don Rickles may be the voice of the hotheaded Mr. Potato Head, but on the phone, he's Mr. Super Energy. As soon as we called him, he was off and running! He was superfunny and supernice, but he talked so fast and in so many directions, he was like a runaway train. Here's what we can remember from our conversation!

D.A.: Do you own any toys?

D.R.: Mr. Potato Head is sitting on my dresser, next to Popeye. Mr. Potato Head and I do look alike.

D.A.: Tell us, are you happy to be the voice of Mr. Potato Head?

D.R.: The director, John Lasseter, calls me up, and I say, "I don't have time to do Mickey Mouse and Popeye voices." Then I do it, and this is making my career! I'm making this other movie with Robert De Niro, and nobody wants to know about that—they all want to know about Mr. Potato Head. You can relate to Mr. Potato Head. It's an unusual name.

D.A.: What do you think about Potato Head's personality?

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animators such as "Hey, you've sure got a lot of toys!" or "Where are all your toys?" After selecting a new toy, the animator hoists it aloft for all to see!

8. Book 'Em

The books on Andy's bookshelf have names like *Tin Toy* and *Knickknack*, named after director John Lasseter's short films.

9. Get the Joke?

Notice the "House For Sale" sign—the real-estate agent is Virtual Realty. "People really laugh at that one," says John.

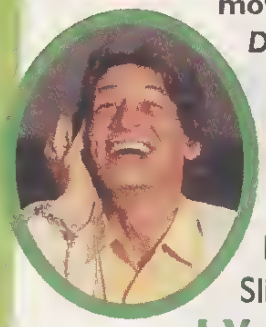
10. Blown Away!

When D.A. asked Ralph Eggelston if he knew anyone like Sid, he pointed to himself! "Well, I didn't have a pee stain on the bed like Sid. I used to make Super 8 movies. I'd make homemade napalm and put firecrackers on G.I. Joes and blow them up. Didn't you?" Uh, no, Ralph, we didn't!

D.R.: Personality? Mr. Potato Head had no personality! I made him!

Hot Diggity Dog!

Slinky the dog is a collapsible canine and Woody's faithful pal. Jim Varney, best known as Ernest (from movies such as *Ernest Scared Stupid* and *Slam Dunk Ernest*) gives Slinky his down-home drawl. Jim told us he had a lot of fun recording the voice, even when the guy in the booth would yell at him, "Don't stick gum on the microphone!"



D.A.: How is your personality like Slinky's?

J.V.: He's a country boy like me. And he's a good and noble friend to Woody.

D.A.: Is Slinky at all like your character Ernest?

J.V.: No, he doesn't even sound like him. He might even be a little dimmer than Ernest, if that's possible.

D.A.: Slinky is Woody's loyal sidekick. Do you have a faithful sidekick in real life?

J.V.: My faithful dog, Bill. He's a Jack Russell terrier, and he's a good guy. He watches my lawn mower and guards my house when I'm away. He's the lawn-mower sheriff—he wears a little sheriff badge on his collar.

D.A.: What was your favorite toy as a kid?

J.V.: I remember my Davy Crockett summer. I had a Davy Crockett coonskin cap and mess kit and rifle. Every kid on the block was Davy Crockett. The walls were dripping with Davy Crockett....

D.A.: Did you ever have toy nightmares?

J.V.: Never had any nightmares, until they made the Ernest doll. I have one at my house. It's eerie to have a doll that looks like you. I feel like he's watching me around corners and looking at me all the time. I'm scared he's going to take a can opener to my ankles. I think there's some kid somewhere sticking pins in Ernest, because ever since the doll came out, I have all these unexplained aches and pains that I never had before. I keep him tied up.

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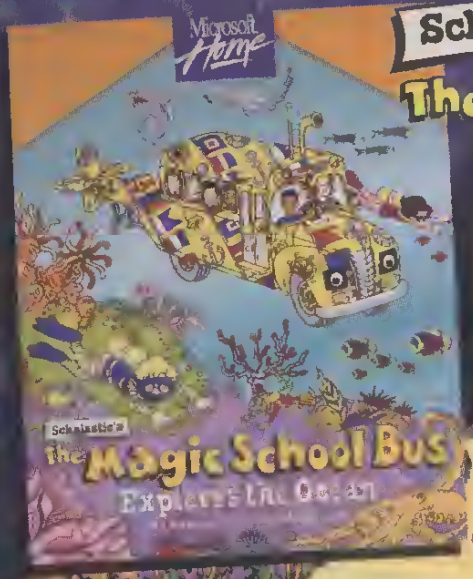

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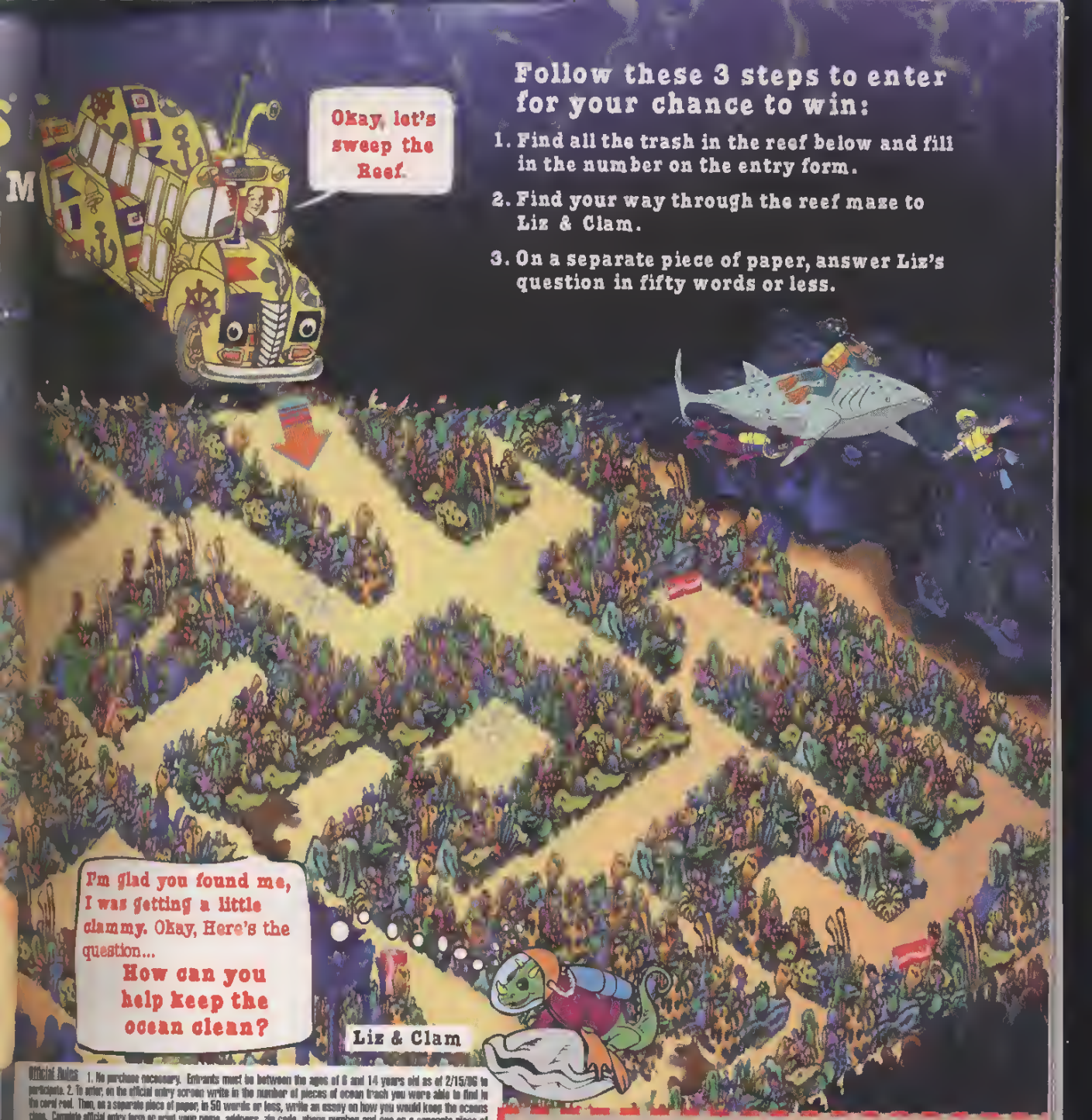

Follow these 3 steps to enter for your chance to win:

1. Find all the trash in the reef below and fill in the number on the entry form.
2. Find your way through the reef maze to Liz & Clam.
3. On a separate piece of paper, answer Liz's question in fifty words or less.

Official Rules 1. No purchase necessary. Entrants must be between the ages of 6 and 14 years old as of 2/15/96 to participate. 2. To enter, on the official entry screen write in the number of pieces of ocean trash you were able to find in the coral reef. Then, on a separate piece of paper, in 50 words or less, write an essay on how you would keep the oceans clean. Complete official entry form or print your name, address, zip code, phone number and age on a separate piece of 3" x 5" paper and mail together with your answer and essay postage prepaid to: Disney Adventures "The Great Reef Sweep" Contest, P.O. Box 4231, Chestertown, MD 21690. Limit one entry per person. Disney Magazine Publishing, Inc. (DMP) is not responsible for lost, misdirected, illegible or late entries or mail. 3. Answering the question as to how many pieces of trash you were able to find on the ocean floor is a fun option and is not part of the contest. The Grand Prize Winner will be selected solely on the basis of their essay and will be judged upon the following criteria: originality and creativity (35%), appropriateness to subject matter (25%) and practicality of solution (40%). Ten (10) finalists will be selected from all entries received by the MS Marketing Group, Inc., an independent judging organization. Then, on or about 3/31/96, the Grand Prize Winner will then be determined from all finalist entries by a Science Editor of DMP. The decision of the judges is final and binding. Essays will not be returned, become the property of Microsoft and may be edited, used, reproduced and/or published in whole or in part for any purpose including advertising and promotion without compensation or acknowledgement. 4. GRAND PRIZE An 8-day/7 night Coral Reef Vacation for a family of 4 to Roatan, Bay Islands, in the Caribbean, including round-trip coach air transportation to/from airport closest to winner's home, bungalow accommodations, a guided exploration of a real Coral Reef including snorkeling, and other oceanography activities. (Approx. retail value $6500.) Trip must be taken before September 1997. 5. A potential winner's parents or legal guardians will be required to sign and return within fourteen (14) days of receipt of same, an affidavit of eligibility and release of liability pertaining to the use of the prize. Noncompliance with this requirement within such time, or the return of any notification of prize award as undeliverable, will result in disqualification and selection of an alternate. 6. The Grand Prize is guaranteed to be awarded. The Grand Prize winner will be notified by mail and the prize will be awarded in the name of the parent/legal guardian. The Grand Prize is not redeemable for cash or transferable. No prize substitution allowed, except at the sole discretion of sponsor. All Federal, State and local taxes are the sole responsibility of the winner (or their parent/guardian). 7. Acceptance of prize altered constitutes permission to use winner's name, likeness and those of any family members traveling with winner for advertising and promotional purposes without further compensation, except where expressly prohibited by law. 8. Contest open only to legal residents of the United States (excluding its territories, commonwealth and overseas military installations). Employees and their families of DMP, Microsoft and Scholastic Magazine, their parent and affiliated companies, advertising and promotion agencies and the MS Marketing Group, Inc. are not eligible. Void where prohibited by law. All Federal, State and local laws and regulations apply. 9. Contest begins 11/14/95 and ends 2/15/96. Entries must be postmarked by 2/15/96. For the name of the Grand Prize winner (after 3/31/96) and / or a copy of the contest rules, send a self-addressed, stamped envelope to: Disney Adventures/"The Great Reef Sweep" Contest, 114 Fifth Avenue, New York, NY 10011. WA and VT residents may omit postage.

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Fill out this entry form and mail it to the address below.

How many pieces of trash did you find in the coral reef? _____

Also, attach your answer to The Friz's question, be sure it's 50 words or less:

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D.A. found four of the hottest designers in toyland and discovered that, yes, it's pretty cool to play at work.

By Chris Larson

EVA Lutz

Toy Designer, Hasbro
Toys she's worked on: Play-Doh, Spirograph, ColorBlaster, Littlest Pet Shop
Career training: Studied Industrial Design at the University of Cincinnati

D.A.: What were your favorite toys as a kid?
E.L.: Lego sets and Barbies.
D.A.: How does someone become a toy designer?
E.L.: Some start out as illustrators who went to art school. They have to learn about the manufacturing side of making toys. Others, like me, start out as engineers and then learn the artistic side.
D.A.: Where do your ideas come from?
E.L.: I go to the mall and see what kids are wearing and doing. I also remember what I liked to do as a kid. I used to like making teeny-tiny food, like salads, for my Barbies, so when I worked on Play-Doh, I designed a little

Littlest Pet Shop creatures are in good hands with Eva.

cheese-and-crackers set and a pie maker. I also ask my six nieces, ages 4 to 12, for ideas. They told me I should make a dog that shakes paws for Littlest Pet Shop, so I did.

D.A.: What makes a good toy?

E.L.: If the toy does everything for you, it's no good. It's fun if it challenges you or teaches you or encourages you.

D.A.: What makes your job so great?

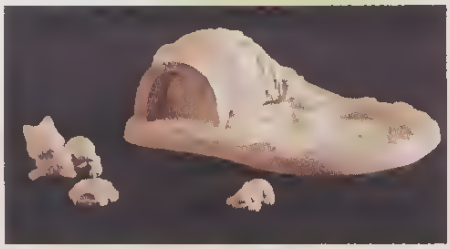
E.L.: You can go into the office and not take yourself too seriously.

D.A.: What makes your job tough?

E.L.: Kids are unpredictable. We think we know what they want, but sometimes they surprise us.

D.A.: Any advice for kids who want to be toy designers?

E.L.: Get good grades. Draw and paint a lot. Have fun. A good sense of humor helps.



Pet Shop: the early stages.

MIKE Grey

Game Developer, Milton Bradley
Games he's designed: Star Trek, Lord of the Rings, Mall Madness, Bargain Hunter, Sho Gun, Fortress America, Taboo, Scattergories, Crack the Case and dozens more.
Career training: Started out as a computer analyst, then answered a help-wanted ad for game designers.

D.A.: What kinds of toys are you into?
M.G.: I play games all day at work and keep playing when I go home. I have 1,000 or 2,000 games in my basement. Sometimes I even dream about them—which gives me new ideas!
D.A.: What were your favorite toys as a kid?
M.G.: All of them. I especially loved Risk and card games.
D.A.: And now?
M.G.: Magic: The Gathering.
D.A.: What's so great about your job?
M.G.: I feel like a big elf working at the North Pole. Plus, we make kids better people by teaching them patience and strategy and skills they'll need when they take over the world.
D.A.: What don't you like?
M.G.: When you work hard designing a game, but it doesn't sell.
D.A.: How do you come up with new games?
M.G.: Game inventors send us about 600 ideas a year. We take their rules and play with everyone we can find, including kids, and refine the game. Other times, ideas come from inside the company. Sometimes ideas are based on TV shows. We're doing one based on "Gargoyles" now.
D.A.: What makes a game really fun?
M.G.: A fun game is interactive. There has to be something you can do to make the game change—maybe you can zap another player somehow. When every move counts, you can't wander off and say, "Call me when it's my turn." Also, a fun game has features that let you catch up and win even if you're way behind.

Mike nose his board games. Below, one of his works in progress.

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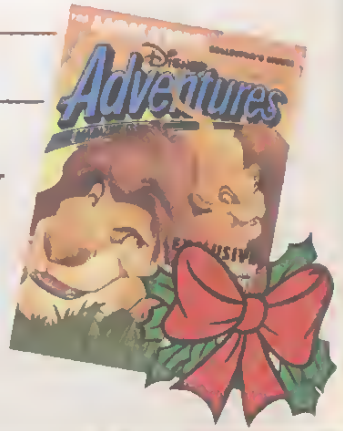

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"My office is so stuffed with toys, I can't fit my feet under my desk," says David.

DAVID VOSS

Senior Designer, Mattel

Toys he's worked on: Street Sharks, Hot Wheels

Career training: Studied Illustration and Toy Design at the Fashion Institute of Technology

D.A.: What were your favorite toys as a kid?

D.V.: Hot Wheels and Star Wars action figures.

D.A.: Where do you get your ideas?

D.V.: I put a lot of myself into the Sharks. When I was drawing the Heavy Metal Mako Shark, I was wearing Doc Martens and decided to draw my shoes on him. Now he's on the cartoon "Street Sharks" every Saturday morning—wearing my shoes! Also, I play with toys to see what kids dig.

D.A.: How long does it take to make a Street Shark?

D.V.: It takes about a year. I get an idea for a new Shark and draw it. If my bosses like it, the sculpting department makes a model out of clay or plastic. The engineers look at the model and decide what materials to use—plastic or metal or whatever. The marketing department figures out what it will cost and how to package it. We make a working model and test it for safety and fun. Then it goes into stores.

D.A.: What makes your job great?

D.V.: I love painting and drawing all day. It's messy, so I wear shorts and T-shirts to work every day—unless I have a meeting with my boss!

D.A.: What don't you like about your job?

D.V.: Meetings! I'd rather be drawing.

A Street Shark on wheels.

SHARON Zuckerman

Toy Designer, Mattel
Toys she's worked on: Barbie
Career Training: Studied Fashion Design and Toy Design at the Fashion Institute of Technology

D.A.: How did you become a toy designer?
S.Z.: I wasn't planning on it. I studied fashion design. But the toy design program wanted someone with a background in fashion who could design clothes for dolls, so I applied.
D.A.: How was toy design school?
S.Z.: We took classes in drafting, packaging, child psychology, hard toys [made out of hard material, such as plastic or metal] and soft toys [made out of fabric or stuffing]. We learned how to make patterns for stuffed animals, sewed them on machines and hand painted the eyes. During the summer, we worked at toy companies.
D.A.: What's it like designing stuff for Barbie?
S.Z.: It's more fun than designing real fashion. I get to use bright colors and glitzy materials and special elements like sparkles and bubbles. And the play pieces, like the Pizza Party Skipper pieces, are really fun.
D.A.: What's a typical day of work like?
S.Z.: I do a lot of sketching and designing fabrics. Also, I might meet with our hair department and face-painting department to talk about what the dolls will look like.
D.A.: Where do you get your ideas?
S.Z.: With the American Stories Barbie line, we wanted an educational line of dolls to teach kids about history. So I did research on what kind of styles and colors and fabrics people wore back then.

Sharon works in a big Barbie funhouse.

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D.A. TOY

The **D.A. Toy Awards Survey** gave us the 411 on what toys you guys think are fun to the extreme. More than 9,000 of you told us that toy heaven would be a room with Mighty Morphin Power Rangers toys, every video game system and a Super Soaker! We've listed the **No. 1 answers in red**, along with the two runners-up.

And the Winners Are...

Most Awesome Action Figure: Power Rangers, Batman, Spider-Man

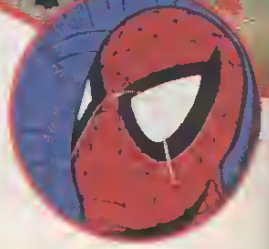
Movie Toy That's Better Than the Movie: Power Rangers, Batman Forever, Teenage Mutant Ninja Turtles

Best Toy to Take to the Moon: moon shoes, spaceship or rocket, Power Rangers action figure

Toy That Makes Little Bro/Sis Most Jealous: Power Rangers action figure, Sega, Sega Game Gear

Coolest Collectible Toy: POGs, Power Rangers action figure, Barbie

Wish This Toy Could Come Alive: stuffed animal, Power Rangers action figure, Power Rangers Megazord



Noisiest Toy: Radio, Power Rangers Megazord, Jibba Jabber

Awards

I'd Give My Two Front Teeth for: Sega CD System, Power Rangers action figure, Power Rangers Ninja Mega Falconzord

Best Toy to Have If I Got Stuck on a Desert Island: Sega Game Gear, Super Soaker, Power Rangers action figure

Most Outrageous Video Game: Donkey Kong, Mortal Kombat, Earth Worm Jim

Coolest Video Game System: Sega, Nintendo, Sega Game Gear

Wickedest Wheels: bike (any kind), in-line skates, Hot Wheels cars

Hottest Remote-Controlled Vehicle: Ricochet, Python, Scorcher 6x6

Best Laboratory Set: Dr. Dreadful's Food and Drink Lab, Creepy Crawlers, microscope set

Coolest Outdoor Toy: Super Soaker/water gun, bike (any kind), in-line skates

Totally Toy-mazing!

Ricky Schermerhorn, 9, of Enterprise, Alabama, is the rich winner of our Toy Awards Contest. Ricky won $500 to blow at his favorite toy store. Yahoo!

Best Beat-the-Blahs Board Game: Monopoly, Clue, Life

Wildest, Wettest Toy: Super Soaker, Zig Zag Zoom, Slip n' Slide

weird yet true

Something to Drool Over...

Your largest salivary gland will secrete about 25,000 quarts of saliva in your lifetime. That's enough to fill about 125 bathtubs!

About Face

All the people featured on U.S. coins face left except one. Name the President who faces right and the coin he's on.

ANSWER: Abraham Lincoln; the penny.

Ancient Egyptians slept on pillows

Cool Shoes

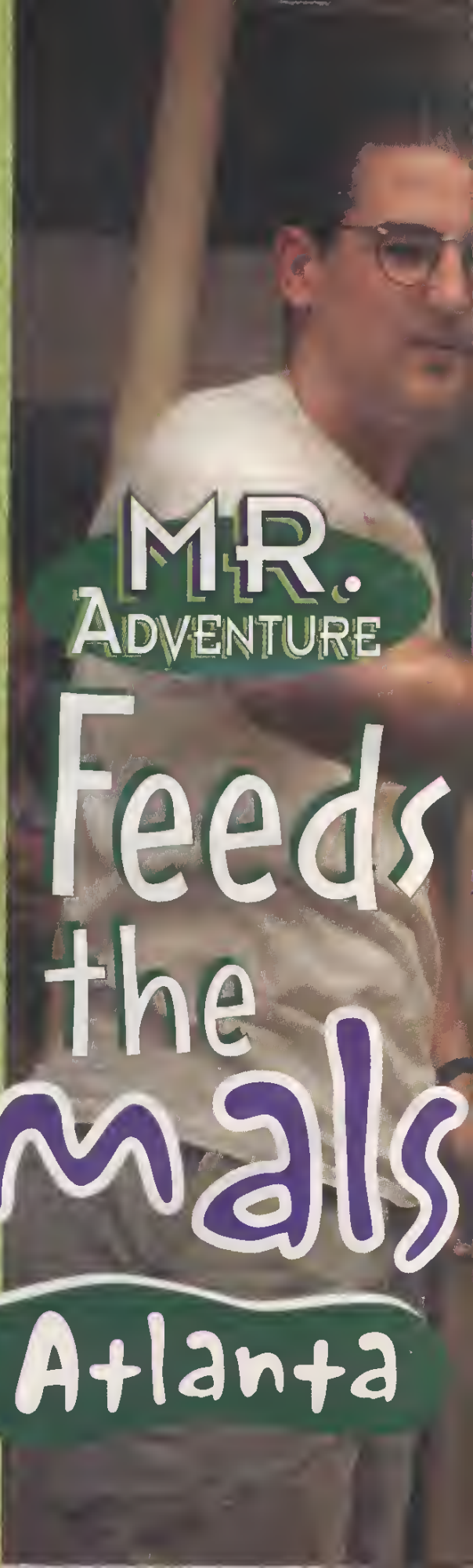
A cool new **invention** blew through Europe this summer: **air-conditioned** shoes. Called **Frosty Feet**, the platform shoes come with a tiny **battery-powered fan** that blows air around your foot. **Hot to get a pair? Chill:** They'll be on sale in the United States **next year.**

Department of Wasted Efforts

A California woman named Sharlene Dwyer traveled to **Nepal** and climbed the **Himalaya mountains** for 10 days to get to the retreat of **Pranabanda**, an Indian mystic and **religious leader**. At first, Pranabanda refused to speak with her, but then he agreed to answer just one **question.** Tired and hungry after her long trek, Dwyer asked, **"Why can't I ask more than one question?"**

made of stone.

Feeding your pet dog is a snap. But have you ever served lunch to a rattlesnake? That's a different story. I know, because I spent a day feeding the animals at one of the nation's top zoos. It wasn't your typical dinner-table experience. The guests of honor included several gorillas, a rhinoceros and a superdeadly Gila monster, among other critters. Turn the page to join my walk on the wild side.



MR. ADVENTURE Feeds the Animals at Zoo Atlanta

Rhino Training

Meet Rosie, a big ol' whompin' black rhinoceros who's been trained to raise her head on command. I held up my right hand, and said, "Target." Rosie poked her head through the cage bars and struck her nose on my hand, just like she was supposed to. I rewarded her with some mixed fruit. Rhinos have weird mouths, as you can see, so I had to stick my hand well into Rosie's mouth for her to get the food. Good thing rhinos don't have front teeth!

Kitchen Duty

If you want to feed the nearly 1,000 animals at Zoo Atlanta, you have to start in the commissary. That's the kitchen, and it's full of all kinds of delicious food, from fruits and veggies to your basic assortment of frozen mice, slimy little fish and even horse meat. Yummy!

For nine years, head chef Gloria Hamor has fixed up the grub for zookeepers to feed to the animals. Who better to teach me?

I spent part of a morning helping Gloria prepare some meals. That meant grabbing handfuls of mealworms and banana-flavored monkey chow, cupfuls of crickets, and the occasional frozen mouse.

She'd show me a recipe for a specific animal's meal, and I'd start filling up a bucket marked with the animal's name. "Measure that to the nearest whole rodent," she instructed me as I weighed out some frozen mice for one meal. "And don't give the stork chicks too much. They eat like pigs." It was a gooey job, but somebody had to do it. Fortunately, I got to wear gloves.

Zoo Atlanta spends $136,000 per year to buy all that fruit, rodent chow, crickets (which Gloria orders by mail), and even human food such as cereal, peanut butter and Pop-Tarts. (These last three items are used to disguise the yucky taste of some medicines, which the animals may otherwise not accept. "Most animals, except reptiles, have a taste for peanut butter and jelly," Gloria says.)

Speaking of reptiles, Gloria's live-food room features plenty of live mice and rats (to keep the snakes and lizards happy), along with some chickens (for pythons and crocodiles), red wiggler worms and all those crickets. Everything is in a cage or a box, although the crickets just hang out on egg cartons.

Gloria also knows *exactly* what each animal likes and doesn't like. But she makes sure none of the beasts get fat. "They get less movement and exercise here than in the wild," Gloria explains.

After creating some masterpiece meals, I washed my gross-smelling hands. It was time to deliver the goods to some hungry animals.

Talk about eating *anything*. The rhino hornbill—a large, African bird with a gigantic beak (above)—eats this stuff every day: 8 ounces of special raw meat for birds of prey • 2 mice • 10 grams of crickets • 10 grams of mealworms • 1/2 cup diced, cooked sweet potato • 3.2 ounces of grapes • 2 tablespoons of raisins • 1/2 cup of cucumbers • 108 grams of diced apples • 109 grams of diced, peeled bananas

Ape Time

If you saw the movie Congo, you've heard the apes of Zoo Atlanta. The moviemakers recorded gorilla noises here to use in the movie.

Feeding the apes was a kick. First, I fed them monkey chow biscuits. Some took the biscuits right out of my hand, while others wanted me to drop the biscuits into their hands. One even came up and took the biscuit out of my hand with her mouth! Next, I poured big cups of milk right into their mouths. A young male named Taz sucked his milk down way too fast. When I pulled the cup away he had a giant milk mustache! And Banga, a large female, obviously felt I wasn't pouring the milk quickly enough. So she reached a giant finger through the bars, tipped up the bottom of the cup I was holding, and slurped away.

Food Fright

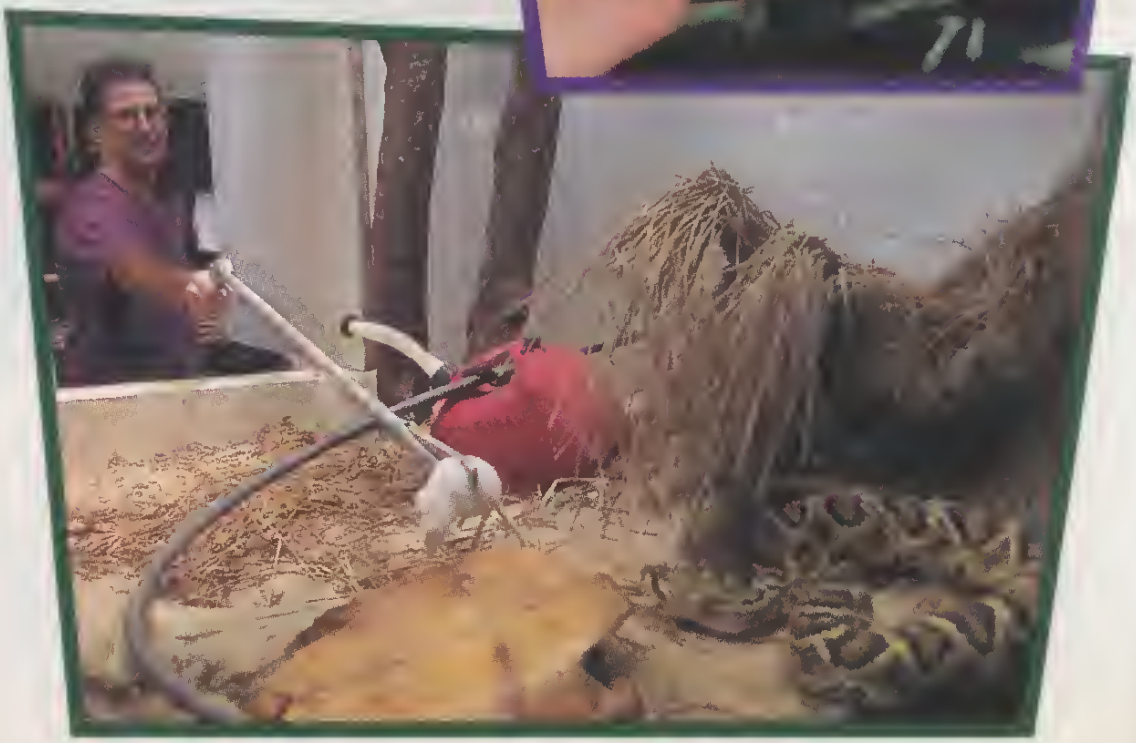
Rattlesnake Scare

Nothing has stopped me in my tracks faster than the sound of this 5-foot-long Eastern diamondback rattlesnake (bottom photo). It rattled like crazy. Rob, the reptile keeper, opened the back of the snake's cage, handed me a 2-foot-long prong with a big, dead rat on one end, and asked me to play waiter. The rat was the snake's weekly meal. I shuffled up. "You can get closer," said Rob. "No way!" I replied. I shook the rat. The snake kept rattling, but it wouldn't bite. "Not hungry, I guess," Rob said, after two minutes of tension. He added that the snake wasn't in a position to strike at me, but I didn't care. That deadly-sounding rattle was enough to freeze anyone.

Lizard on the Loose

I was a little nervous serving diced mice to a green tree monitor (below). Not that they're dangerous—I'd just never fed mouse meat to a hungry lizard before. This monitor zipped down a tree branch right up to the plate I held. Then, stretching its neck *waaaay* out because I was too afraid to get closer, it gobbled up the meal. Unfortunately, I didn't have a napkin to wipe the blood off its nose.

"You can get closer," said Rob. "No way!" I replied.



Monster Manicure

Zookeeper Rob picked up a Gila monster so that his finger braced its head back, and I moved in to operate—so *carefully*—with my high-tech medical instrument: nail clippers. "Oh, by the way, there's no antivenin for a Gila monster," Rob said casually. That means one gnarly bite and you're dead. After pausing, I started trimming the monster's long claws. "In the wild, these guys are digging all the time," Rob said. *Snip, snip.* "That keeps their claws trim. But in a zoo, we have to do it for them, once a year." *Snip.* The monster was calmer than I was. He stuck his tongue out a few times as I snipped every claw, but he didn't seem to mind. "Good technique," Rob told me. *Whew. I got through that without a bite,* I thought. Then Rob brought out another Gila monster for me to trim!

Animal ER

Brave Boa

When your patient is a 7-foot-long Dumeril's boa, you definitely want it to stay still. Zoo Atlanta's vet, Dr. Rita, needed to check a skin infection on this guy's head, but the strong snake slithered wildly. So two zookeepers and I grabbed the boa and put its head and neck into a clear tube attached to a gas line.

"This doesn't hurt him," Dr. Rita assured me. "It's just to keep him from fighting too much." Once the gas took effect, the boa calmed down. Dr. Rita removed the dozing snake from the tube and inserted a tiny gas line down its throat (bottom left). Finally, she examined the infection and scraped some skin off to examine later under a microscope. When she finished, we removed the gas line. Within minutes, the boa was slithering all over the place once again.

Operation Bette Bird

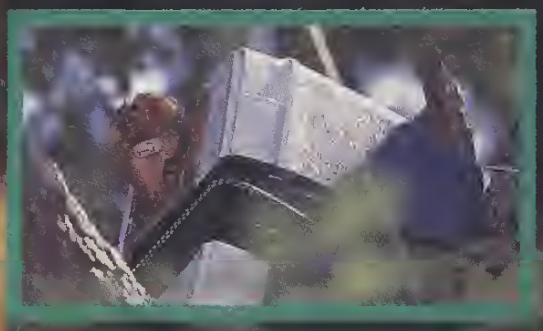
Bette, a huge secretary bird from Africa, snapped her ankle in half when she got caught on a zoo fence a few years ago. Dr. Rita had nine screws inserted in the ankle to mend the damage. But that didn't work out, so a rare procedure was undertaken to give Bette an artificial leg. "It's unlikely that she would have survived without it," Dr. Rita said. I helped remove the fake limb, wash Bette's bone and fit her with another artificial leg while zookeepers held the wide-eyed bird (below). We finished the job by taping up her leg to keep out any mud. It may look strange, but it worked, and Bette didn't seem to mind at all.

It may look strange, but the operations worked!

Back to the Wild

While I was at Zoo Atlanta, a couple of monkeys got loose!

Don't worry. They were let go on purpose. Two golden lion tamarins—Bicha, a 2-year-old female, and Jose, a 3-year-old male—were released to roam the zoo grounds for the summer. The endangered monkeys had never had to find their own food or survive in a jungle. But after



a few months of swinging and learning in the zoo's trees, they would be set free in the Brazilian rainforest, their natural habitat.

I stood a few feet away as zookeepers hoisted a box containing the monkeys high into a tree. After 15 minutes of nothing, Bicha poked her tiny head out. She slowly crawled out, checked out a few branches, and scrambled back to squeak her report to Jose. After a few minutes, he emerged and took his first brave steps of freedom. But then—*oooops!*—Jose fell 20 feet down to the ground. He quickly scrambled back up, unharmed but with a key lesson learned: Test those branches before you walk on 'em.

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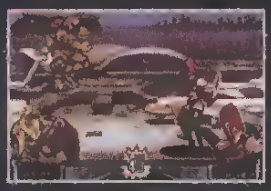

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D.A.

SPORTS Extra

Reported by: John Cade, Christine Donnelly, Michelle Ernst and Heather Hammermeister

Football for Girls Only

So you think girls can't play football? Think again. In Japan, girls love to hit the field—and one another. More than 80 high school and college-age girls play in Japan's amateur league. It's full-contact, tackle football, complete with pads, penalties and power sweeps. This December in Tokyo, two teams named the Wildcats and the Lady Kong meet in the annual Queen Bowl. And boys—well, you aren't allowed.

Net Know-How

Tori Stooks *knew* she could beat a big ol' basketball pro at his own game. Tori, 11, from Prescott, Arizona, outshot **Charles Barkley** in a free-throw contest earlier this year. Both sank eight out of 10 shots before Tori sank 15 out of 15. Charles didn't know that Tori had won the 1994 Elks Club national free-throw contest!

D.A.: How did you feel before the contest?

T.S.: I knew I was going to beat Charles.

D.A.: What's your shooting strategy?

T.S.: I just think about the middle of the rim and say, "Over the rim, backspin, follow through, nothing but net."

D.A.: Who else would you like to challenge?

T.S.: Michael Jordan.

D.A.: Think you'd win?

T.S.: Yeah.

Slang of the Month

Bail: To jump off your skateboard in the middle of a trick. "I didn't think I could make it over that bench, so I bailed."

Happy birthday to the game of **volleyball**, celebrating its 100th anniversary this year.

SUPER Sled

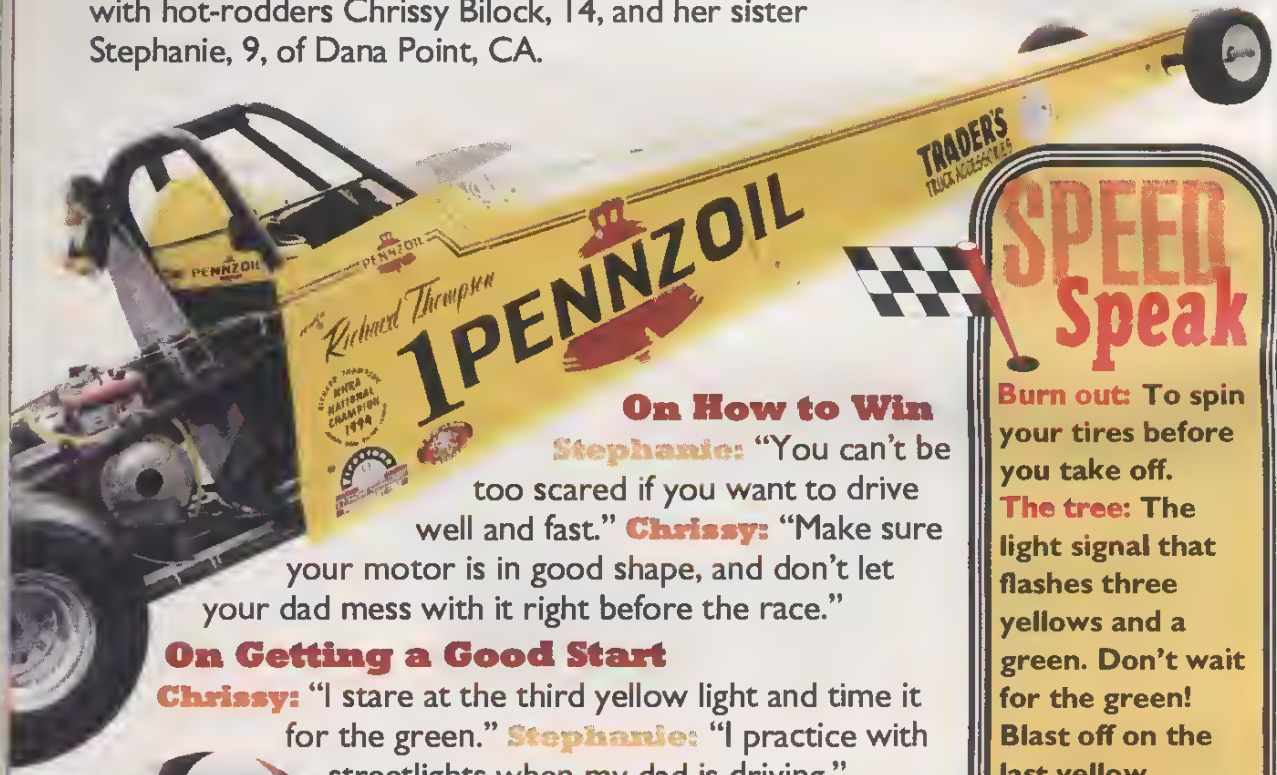
Attention sledders:

The new thrill on the hill is the SnowBlade. This snow ride is a cross between a sled, skis and a bike. You sit on a bicycle-type seat mounted on top of one big blade with handlebars. To turn right, you turn your body in that direction, keeping your right foot forward and your left foot back. To slow down, you drag your feet. It's light and simple to put together. Some ski areas have even started SnowBlade races. For more information, call (800)442-7440.

SPEED DEMONS

Imagine burning rubber at up to 70 miles per hour in your souped-up dragster. Thousands of kids do it, as members of the Junior Drag Racing League of the National Hot Rod Association. It's fun—and competitive. Junior drag race winners receive scholarships worth big bucks. D.A. checked in with hot-rodders Chrissy Bilock, 14, and her sister Stephanie, 9, of Dana Point, CA.

Stephanie in "California Brats"



On How to Win

Stephanie: "You can't be too scared if you want to drive well and fast." **Chrissy:** "Make sure your motor is in good shape, and don't let your dad mess with it right before the race."

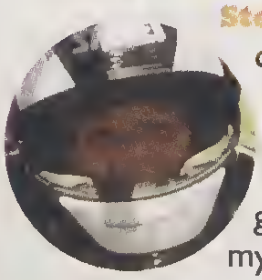
On Getting a Good Start

Chrissy: "I stare at the third yellow light and time it for the green." **Stephanie:** "I practice with streetlights when my dad is driving."

On Drag Racing's Appeal

Stephanie: "You get to drive as a kid!" **Chrissy:** "We travel a lot and meet people from all over the country."

On Hot Rod Close Calls



Stephanie: "When I do fast burnouts, the car turns sideways!" **Chrissy:** "One time, my car wouldn't switch off, and it started going faster and faster. I had both feet on the brake pedal—then finally a bunch of guys had to jump on it and pull the plug on my motor. It was scary!"

—*Debbie Beyer*

SPEED Speak

Burn out: To spin your tires before you take off.
The tree: The light signal that flashes three yellows and a green. Don't wait for the green! Blast off on the last yellow.
Red-light: To take off too soon from the start.
Rip Van Winkle: Driver who sleeps at the light and takes off too late.
Perfect light: Getting off the line at exactly the right time.

SKATE LIKE A CHAMPION WITH KRISTI YAMAGUCHI!

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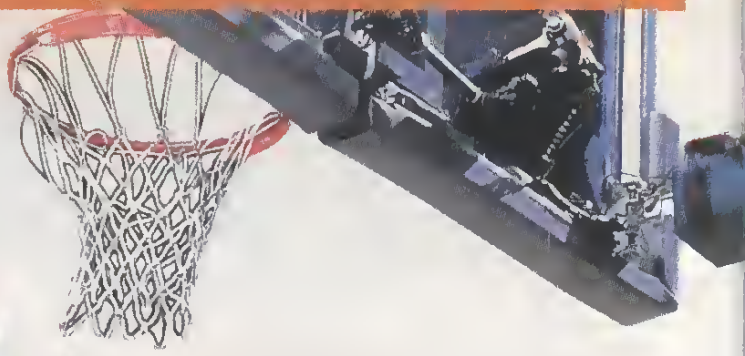
BOOM

Sonic



The dunk. It's basketball's most exciting shot, thanks to stuff-masters like **Shawn Kemp** of the Seattle Sonics. Shawn gave Sports Extra the inside scoop on how he slams one home.

Here's how he does it:

Step 1: "Have your legs positioned parallel to your shoulders and stay low. Bend your knees and crouch."

Step 2: "Keep both hands on the ball."

Step 3: "If you can, fake your opponent."

Step 4: "From your crouch, explode and jump. Don't worry about going really high. Speed is most important—the faster you are, the less likely it is your shot will be blocked."

Step 5: "You don't have to slam the ball with all your might, but put it through with authority. This makes opponents think twice about trying to block you the next time."

Step 6: "Don't hang on the rim."

Step 7: "I don't believe in talking trash after the dunk. That just fires up your opponent. Give your teammates a high five, but then retreat on defense."

—*Sean Plottner*

Shawn soars over Larry Johnson of the Hornets.

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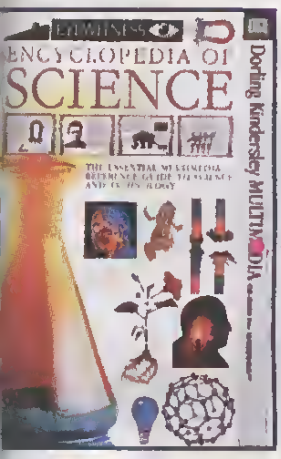

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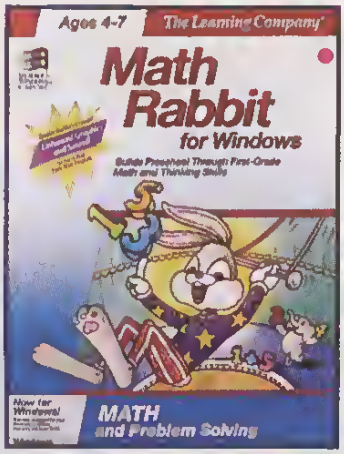

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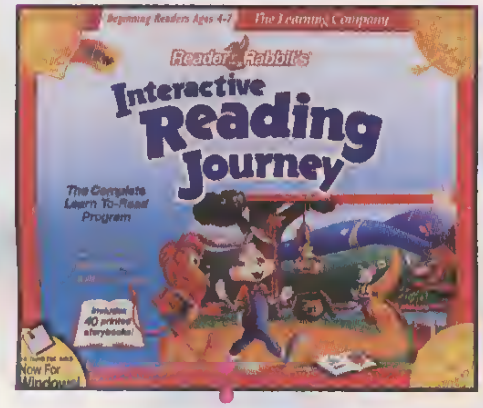

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If Kids Took Over School Desks...
McWORLD
Glad to see everyone is here today.
Martian invasion, today's test is cancelled.
Hey, it could happen.®
Hologram of yourself (so the teacher won't know when you're tardy)
Stealth paper airplane (you see it, teacher can't)
Pencil holder
French fry holder
Laser-guided spitwad launcher
Pop-up hint computer
Super-hero chicken McNugget dispenser
Personal hotline
Secret note transmitter
Secret note interceptor
Ketchup and McNugget sauce wells
Vanilla Chocolate Strawberry Shamrock
Paris
Mars
Best Friend
56÷7=
Hint: rhymes with "great"
Bobby, there's a note on your back
Kick me
These Mmassage C-C-chairs are GGGreat.
K-kkinda hardod to rread, though.
Thank you, Stinkbug man.
Pop-quiz smoke screen ejector
Note shredder
Hall pass printer
Bobby says that Susan says that John says that Luke's you
Police
Print
Parent's signature (only for emergency)
Stealth paper airplane rubber band launching track
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Disney Adventures

COMICS ZONE

WELCOME TO THIS MONTH'S COMICS ZONE

Notice that our ***Toy Story*** comic excerpt looks just like the movie? That's because it *is* the movie. We took the computer-generated frames used to make the film, cut them down to the right size, and turned them into a comic. Greg, our production dude, added the word balloons, and there it was: our first computer-generated comic.

Also, **Negaduck** is back with another evil scheme in "The Family Way," and **Max** and **P.J.** find themselves in a coin quandary in "The 25-Cent Solution."

TOY STORY
in "Meet Andy's Toys".....PAGE **56**

DARKWING DUCK
in "The Family Way".....PAGE **62**

BONKERS
in "Pressing Business".....PAGE **68**

GOOF TROOP
in "The 25-Cent Solution".....PAGE **75**

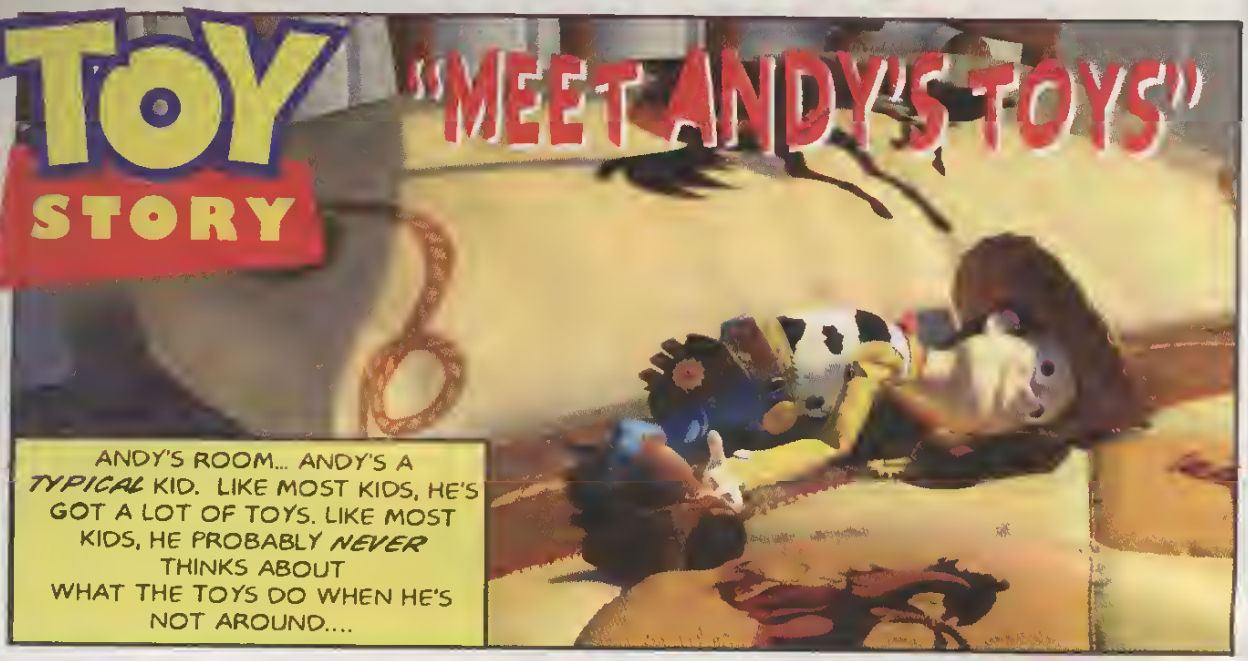
Let me know what you think.
Write to me:

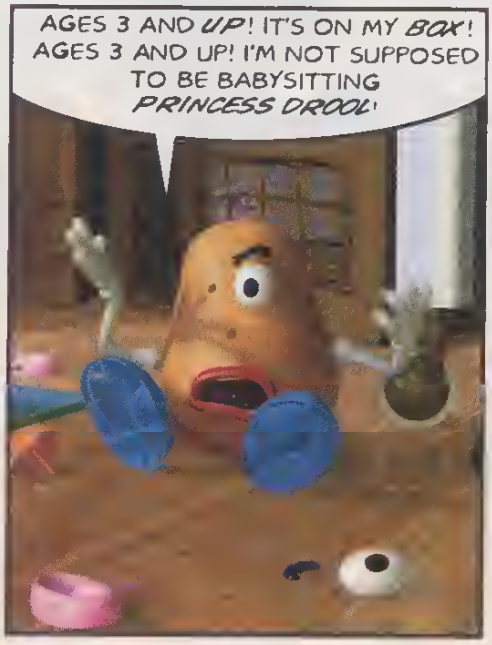
Heidi MacDonald
DISNEY ADVENTURES
114 Fifth Avenue
New York, NY 10011-5690
or
E-mail: ComixAce@AOL.COM

Heidi

TOY STORY

"MEET ANDY'S TOYS"





HEY SARGE, HAVE YOU SEEN *SLINKY*?

SIR! NO, *SIR!*

HEY, SLINKY?

RIGHT HERE, WOODY! WANNA PLAY *CHECKERS*? I'LL BE *RED* THIS TIME

NO, SLINK...
ALRIGHT, *YOU* BE RED IF YOU WANT....
NOT *NOW*! I'VE GOT SOME BAD NEWS!

BAD NEWS!!
SHHHHHHH! JUST GATHER *EVERYONE* FOR A STAFF MEETING AND BE *HAPPY*!

STAFF MEETING, GUYS. YOUR TIME FOR *PODIUM DUTY*.

HEY, ETCH! *DRAW*!

DOH! YOU GOT ME AGAIN, ETCH! YOU'VE BEEN WORKING ON THAT *DRAW*! FASTEST KNOBS IN THE *WEST*!

STAFF MEETING! COME ON, YOU GUYS. *LET'S GO*!

GOTTA GET MY *DOODLE* PAD...
RRRRR

RRRRROOOOAAAARRRRRY!!

OH. HI, REX
WERE YOU *SCARED*? TELL ME HONESTLY I'M GOING FOR *FEARSOME* HERE, BUT I JUST DON'T *FEEL* IT. I THINK I'M COMING OFF AS JUST *ANNOYING*
WELL...

WOODY! WHY DON'T I GET SOMEONE *ELSE* TO WATCH THE SHEEP TONIGHT?
UH, ER...

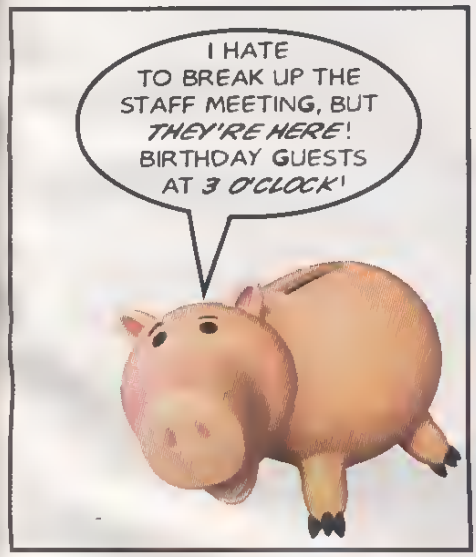
REMEMBER, I'M JUST A COUPLE OF *BLOCKS* AWAY.

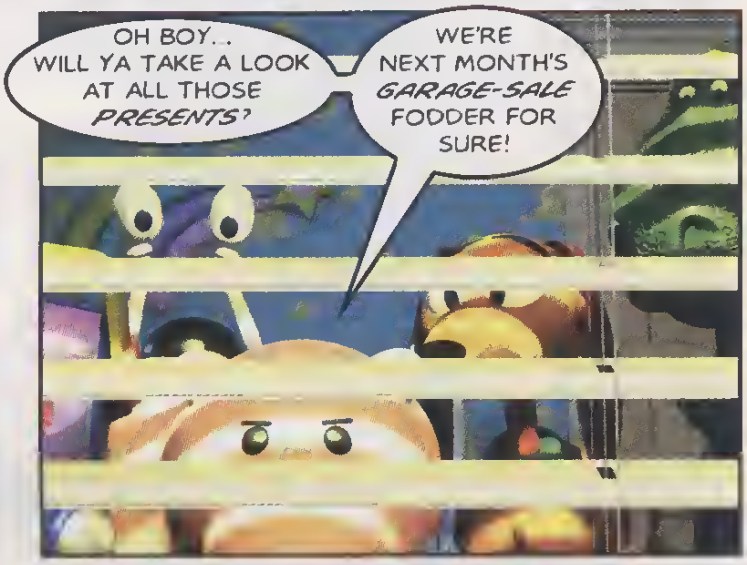
ER, UH... *WHOA*, BETTER GET THIS MEETING *STARTED*!

OK... CAN EVERYONE *HEAR* ME? HOW ABOUT UP ON THE SHELF? *GREAT*!
TUESDAY NIGHT'S "PLASTIC *CORROSION* AWARENESS" MEETING WAS, I THINK, A *BIG* SUCCESS AND WE WANT TO THANK *MR. SPELL* FOR PUTTING THAT ON FOR US. THANK YOU, MR. SPELL.
nkertoy
nction System

YOU'RE WELCOME
A B C D E F G H
I J K L M N O P Q
R S V W X Y Z

OK, AND ONE *MINOR* NOTE... ANDY'S BIRTHDAY PARTY HAS BEEN *MOVED TO* TODAY. NEXT WE HAVE--





BAD NEWS WOODY! WHEN ANDY'S NEW TOY *SHOWS* UP, THINGS ARE GOING TO CHANGE *MORE* THAN YOU CAN POSSIBLY IMAGINE!

BEATEN AGAIN! I CAN'T UNDERSTAND IT! WHAT DOES DARKWING DUCK HAVE THAT I, NEGADUCK, DON'T?
ZZ
ZZZ
ZZZZ
ZZZZZ
AFTER ALL, I'M JUST AS SMART AS HE IS. JUST AS GOOD-LOOKING, AND I'M A BETTER DRESSER..
KA-
ZIPPEEEE

C'MON, BOSS! HURRY UP!
SURE, I'M SUPPOSED TO HURRY, AFTER YOU TOOK YOUR OWN SWEET TIME GETTING HERE! I'M SURPRISED YOU MADE IT AT ALL! AND AFTER I TRUSTED YOU TO..
CRACKLE! CRACKLE!!
THAT'S IT! THAT'S THE REASON DARKWING DUCK KEEPS BEATING ME!

HE'S GOT A TEAM!
YOU GOT A TEAM, TOO! THE FEARSOME FIVE!
THOSE DOLTS! NO, I NEED A REAL TEAM--A FAMILY. THAT'S HOW I'LL BEAT HIM! IN...
DARKWING DUCK
"THE FAMILY WAY"

AND SO, SOME DAYS LATER...
NIGHT. THE INNOCENT SLEEP, WHILE DARKWING DUCK, DEFENDER OF THE WEAK, SLIDES SILENTLY THROUGH THE SHADOWS OF THE CITY...
SPEEDING RIGHT THROUGH RED LIGHTS
LOOK!
SORRY.
AHA! ONCE AGAIN THE KEEN SENSES OF DARKWING DUCK DETECT A DASTARDLY DEED!
LAUGH WHILE YOU CAN, DARKWING, BECAUSE IN A SECOND...
NOW!
ZAP!
WHAT THE...?!

AHA! I'VE GOT YOU NOW, DARKWING! LOOK! I'VE GOT MY VERY OWN FAMILY NOW--A REAL TERROR TEAM TO LEAD!
TERROR TEAM-- I LIKE THAT!
BUT I DON'T!
WHO CARES WHAT YOU LIKE? I'M THE LEADER HERE!
WHO SAYS? I'M SICK OF BEING THE SIDEKICK ALL THE TIME!
NOT TO MENTION THAT YOU'RE STUCK UP AND UHG-LEE!
NOW, WAIT A MINUTE! I MADE YOU!
MADE US? DON'T MAKE ME LAUGH!
THE ONLY THING YOU EVER DID FOR ME WAS MAKE ME EAT A LOT OF STINKY VEGETABLES!
YOU TELL THEM, DARKWING! YOU SAW ME MAKE THEM! TELL THEM THAT I'M THEIR BOSS, THEIR RULER.

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I THINK I'LL STAY OUT OF THIS ONE--IF YOU DON'T MIND.
SO! NOW YOU'RE CONSORTING WITH THE ENEMY! IS THAT SUPPOSED TO SUPPORT YOUR ABSURD CLAIM?
IT'S NOT ABSURD! IT'S TRUE! I MADE YOU!
GIMME A BREAK, NEGA-POP
HERE I'LL PROVE IT TO YOU!
LOOK OUT! HE'S GOING FOR A WEAPON!
GET HIM!
TRAITOR!
NO, I'D NEVER...
OLD GEEZER!
YARRRGH!

DOES ANYONE KNOW WHAT'S GOING ON?
NOT REALLY.
I THINK HE WAS TRYING TO BEAT US BY BEING US!
GET HIM!
OUCH!
BAD IDEA!
YOU STEPPED ON MY HAND!
PLEASE! YOU'VE GOT TO HELP ME!
WHY?
PLEASE! I'M A FUGITIVE FROM JUSTICE! IT'S YOUR...
...JOBBBBBB!

ALL RIGHT, PEOPLE...
...LET'S GET DANGEROUS!
SHORTLY...
OKAY, DAD. WE'VE REVERSED THE POLARITY OF THE CONTROL LINKAGE.
THEORETICALLY, THAT WILL CAUSE THE FUNCTIONS OF THE DEVICE TO BE REVERSED.
ONLY ONE WAY TO FIND OUT!
PAZZ!
FIRE!
THANK GOODNESS!
MY PLAN WAS PERFECT! IT SHOULD HAVE WORKED!
WHY DIDN'T MY FAMILY LIKE ME?
OBVIOUSLY, NEGADUCK HAS NEVER SEEN MY FAMILY FIGHT OVER WHO HAS TO DO THE DISHES!
END

Writer: R. Brown Pencils: J. Massaroli/ J.Diaz Studio Inks: C. Valenti Lettering: D. C. Weiss Coloring: J. S. Parker

D.A. WISH LIST

December, 1995

Dear Mom and Dad,

If I get the items I've checked off, I promise to be Really, Really, Really good this year and do absolutely everything you ask me, even:

- finish all my Homework <u>Before</u> playing video games
- Not talk on the phone more than 3 Hours, tops (O.K. four) a night
- Clean my Room, even that stuff growing under my Bed
- feed my pets without Being Reminded - At Least Not very often

Love,
me

D.A. WISH LIST

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HERE'S YOUR CHANCE TO HELP DIDDY AND DIXIE:

Tell us what's different between the phata an this page and the *actual* Diddy's Kang Quest game bax. Send us a 3"x 5" pastcard with the correct answer pastmarked by Dec. 31, 1995 and yau'll be entered into the randam drawing ta **win a Super NES system and Diddy's Kong Quest game.**

OFFICIAL RULES

1. Na purchase necessary. Entrants must be between the oges of 7 and 14 years old os of 12/31/95 to participate. 2 Ta enter, visit your local store and look at the actuol Donkey Kang Country 2: Diddy's Kang Quest gome box. Then, figure out the difference between the game box and the phota on this page. 3. On a ploin 3" x 5" card, print your name, address, zip code, phane number (including oreo code) ond birth dote, ond mail together with yaur onswer, postage prepaid to: Donkey Kong Country 2 Sweepstokes, P.O. Box 867, New Yark, NY 10113-0867. Limit one entry per person. Entries must be postmarked by 12/31/95. Disney Mogozine Publishing (DMP) and Nintendo of Americo Inc. are not responsible for lost, late, illegible or misdirected moil. Mechonicolly produced or photocopied entries will nat be permitted. Residents of Ohio and Michigan can obtain the onswer and participonts can obtoin a complete set af official rules by sending o self-addressed stomped envelope to: Disney Adventures/Donkey Kang Country 2 Sweepstakes, 114 Fifth Avenue, New Yark, NY 10011. WA and VT residents may amit postage. 4. Winners will be selected in a randam drawing to be held an ar obout 1/10/96 from all carrect and eligible entries received. Odds af winning are determined by the total number of eligible entries received. All entries became the property of Disney Adventures and Nintendo and will not be returned. 5. PRIZES: Grand Prize (1): Nintendo Super NES System ond Donkey Kong Country 2: Diddy's Kong Quest gome cartridge (approx. retoil value: $170); Runner-up Prizes (14): Donkey Kong Country 2. Diddy's Kong Quest gome cortridge (opprox. retail volue of each: $70). 6. A potential winner's parents ar legal guardions will be required to verify address within 10 days of natificotion attempt ar prize will be forfeited ond an alternate winner selected. 7. All prizes ore guaranteed to be aworded Winners will be notified by moil and prizes will be awarded on ar about 1/31/96. Limit one prize per fomily ar household. Prizes are not redeemable for cosh or transferable. No prize substitutions ollowed except ot sole discretion af sponsor. All Federal, Stote ond local toxes ore the sole responsibility of the winner (or the porent/guardian). Acceptance of prize constitutes permission to use winner's name ond/or likeness for advertising and promotional purposes without further compensation, except where expressly prohibited by low. 8. Sweepstakes apen anly to legal residents of the United Stotes (excluding its territories, commanwealth and overseas military instollations). Emplayees and their fomilies of DMP, Nintendo, their parent ond affiliated companies, advertising ond promotian agencies ore nat eligible. Void where prohibited by law. All Federal, State ond local laws and regulotions opply. 9. Sweepstokes begins 11/14/95 ond ends 12/31/95. Entries must be postmorked by 12/31/95. Far a list of prize winners send o self-oddressed stamped envelope after 1/31/96 to: Disney Adventures/Donkey Kang Country 2 Sweepstakes, 114 Fifth Avenue, New York, NY 10011. WA ond VT residents may omit postage.

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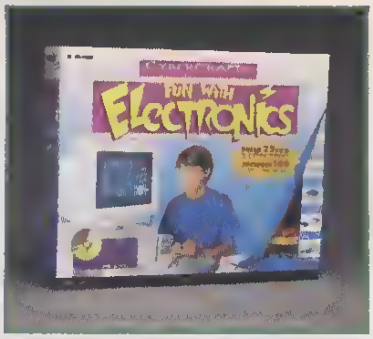

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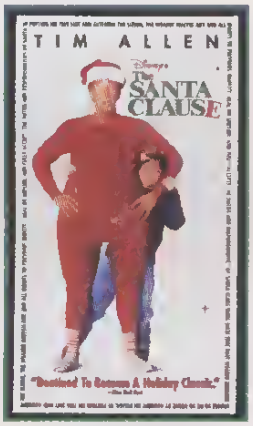

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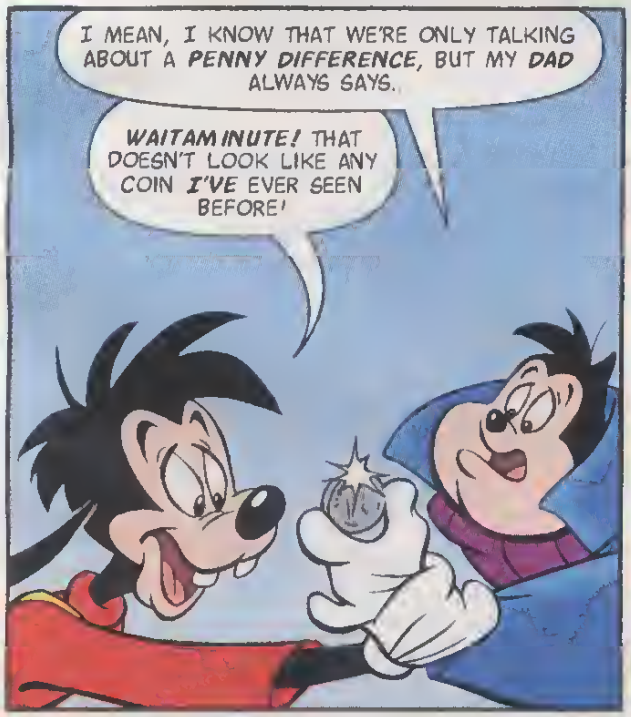
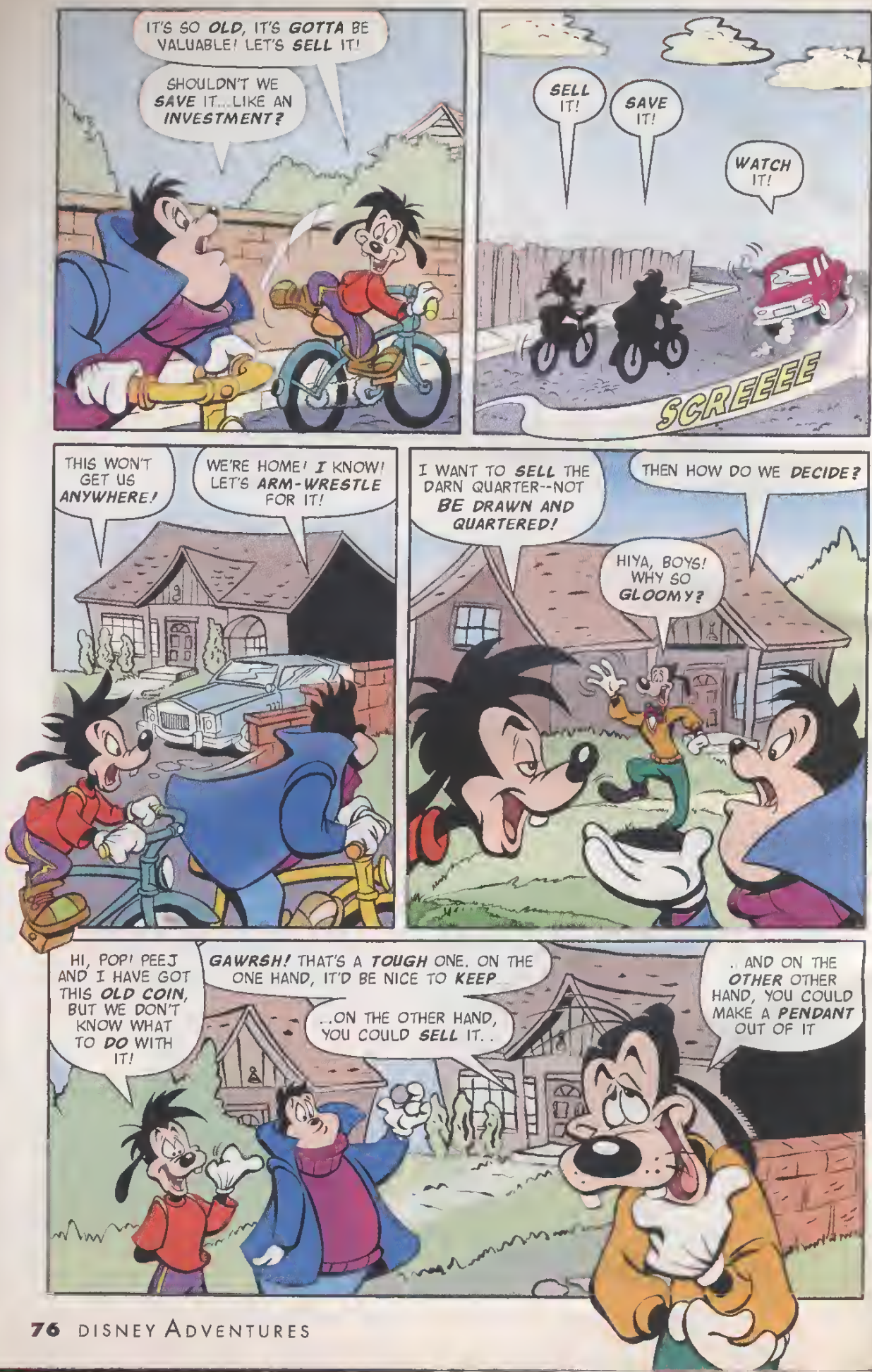
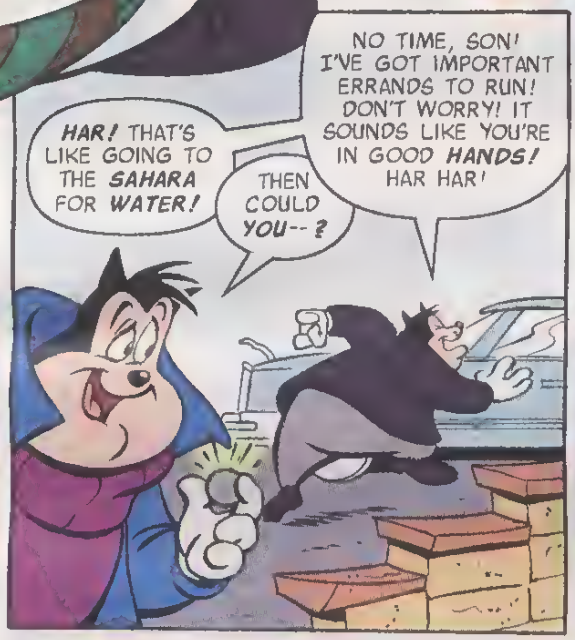



IT'S SO OLD, IT'S GOTTA BE VALUABLE! LET'S SELL IT!
SHOULDN'T WE SAVE IT...LIKE AN INVESTMENT?
SELL IT!
SAVE IT!
WATCH IT!
SCREEEEE
THIS WON'T GET US ANYWHERE!
WE'RE HOME! I KNOW! LET'S ARM-WRESTLE FOR IT!
I WANT TO SELL THE DARN QUARTER--NOT BE DRAWN AND QUARTERED!
THEN HOW DO WE DECIDE?
HIYA, BOYS! WHY SO GLOOMY?
HI, POP! PEEJ AND I HAVE GOT THIS OLD COIN, BUT WE DON'T KNOW WHAT TO DO WITH IT!
GAWRSH! THAT'S A TOUGH ONE. ON THE ONE HAND, IT'D BE NICE TO KEEP
..ON THE OTHER HAND, YOU COULD SELL IT..
.. AND ON THE OTHER OTHER HAND, YOU COULD MAKE A PENDANT OUT OF IT

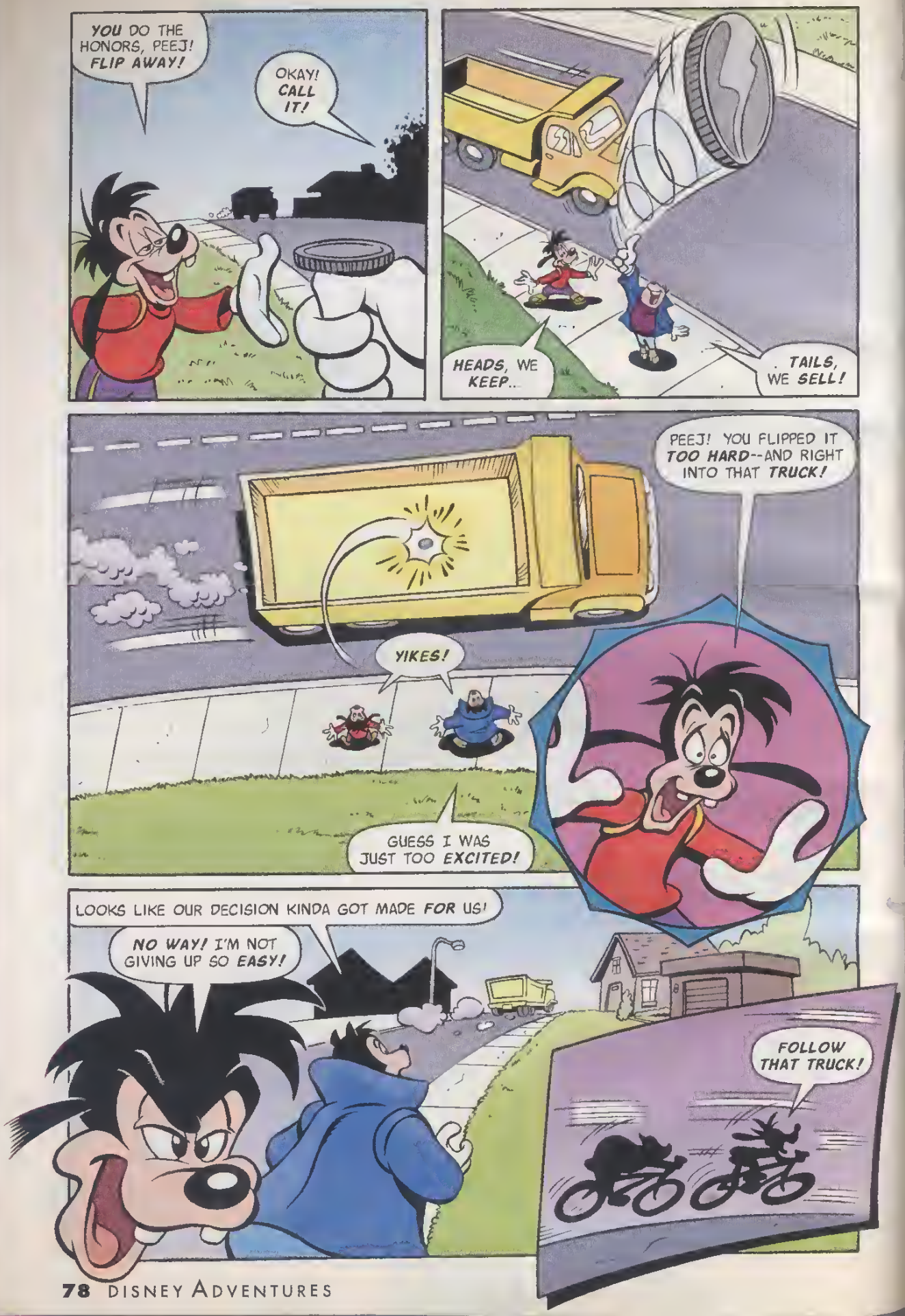
WHAT ARE YOU CHARACTERS UP TO?
MY DAD'S HELPING US SOLVE A LITTLE PROBLEM!
I THINK.
ON THE OTHER, OTHER OTHER HAND...


NO TIME, SON! I'VE GOT IMPORTANT ERRANDS TO RUN! DON'T WORRY! IT SOUNDS LIKE YOU'RE IN GOOD HANDS! HAR HAR!
HAR! THAT'S LIKE GOING TO THE SAHARA FOR WATER!
THEN COULD YOU--?

VROOOM!
ON THE OTHER, OTHER, OTHER OTHER HAND...

UH, WELL, THANKS FOR THE...UH...HELP, DAD. I GUESS WE'LL JUST FIGURE THIS OUT FOR OURSELVES!
SURE! YUH CAN'T JUST LEAP TO A DECISION LIKE THIS! YUH GOTTA THINK ABOUT IT...

...IT'S NOT LIKE YUH COULD JUST TOSS A COIN!


YOU DO THE HONORS, PEEJ! FLIP AWAY!
OKAY! CALL IT!
HEADS, WE KEEP...
TAILS, WE SELL!
PEEJ! YOU FLIPPED IT TOO HARD--AND RIGHT INTO THAT TRUCK!
YIKES!
GUESS I WAS JUST TOO EXCITED!
LOOKS LIKE OUR DECISION KINDA GOT MADE FOR US!
NO WAY! I'M NOT GIVING UP SO EASY!
FOLLOW THAT TRUCK!

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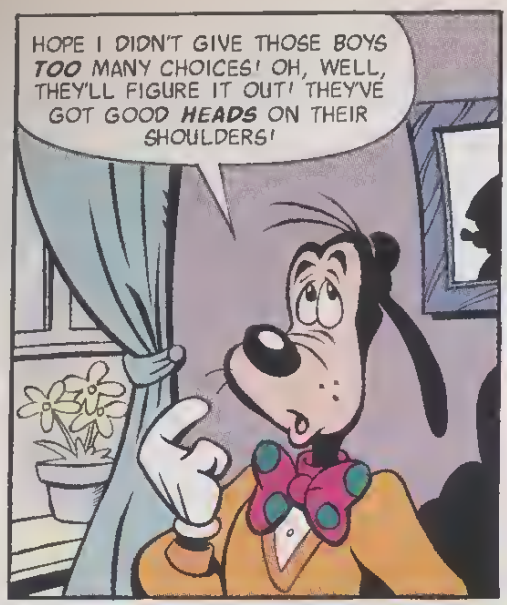
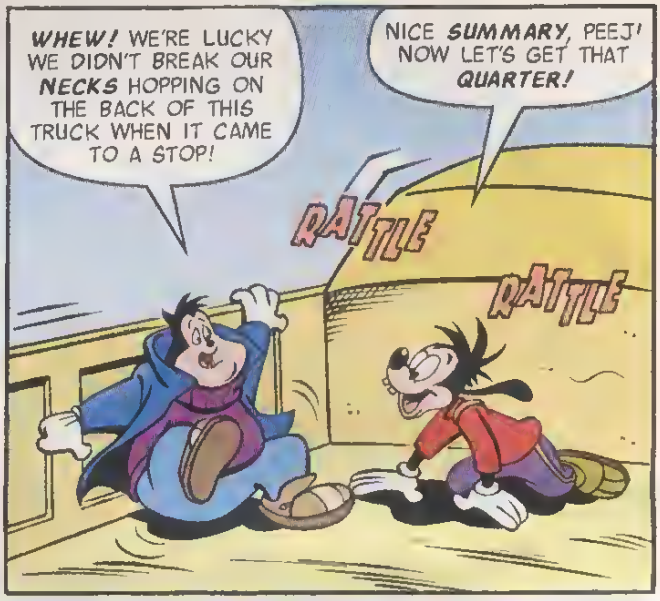
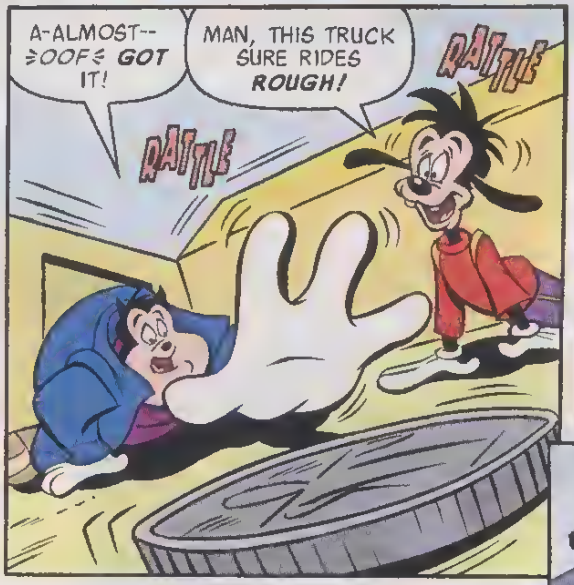
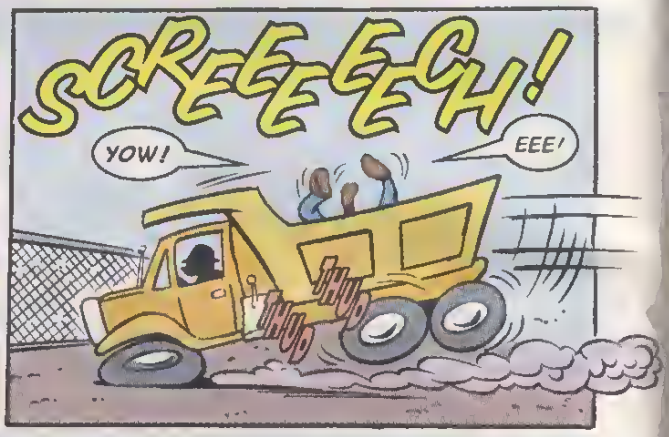

HOPE I DIDN'T GIVE THOSE BOYS TOO MANY CHOICES! OH, WELL, THEY'LL FIGURE IT OUT! THEY'VE GOT GOOD HEADS ON THEIR SHOULDERS!


WHEW! WE'RE LUCKY WE DIDN'T BREAK OUR NECKS HOPPING ON THE BACK OF THIS TRUCK WHEN IT CAME TO A STOP!
NICE SUMMARY, PEEJ! NOW LET'S GET THAT QUARTER!
RATTLE
RATTLE


A-ALMOST-- ≥OOF≤ GOT IT!
MAN, THIS TRUCK SURE RIDES ROUGH!
RATTLE
RATTLE


SCREEEEECH!
YOW!
EEE!
THUD
THUD

ARE YOU KIDS CRAZY?! YOU CAN GET HURT PLAYING BACK THERE! GOOD THING I HEARD YOU BANGING AROUND!
I TOLD YOU WE SHOULD HAVE LEFT OUR BIKES BEHIND!
NO WAY! MINE'S PRACTICALLY NEW!

NOW, YOU KIDS GO HOME!
KEEP OUT
B-BUT OUR QUARTER'S STILL IN THAT TRUCK!

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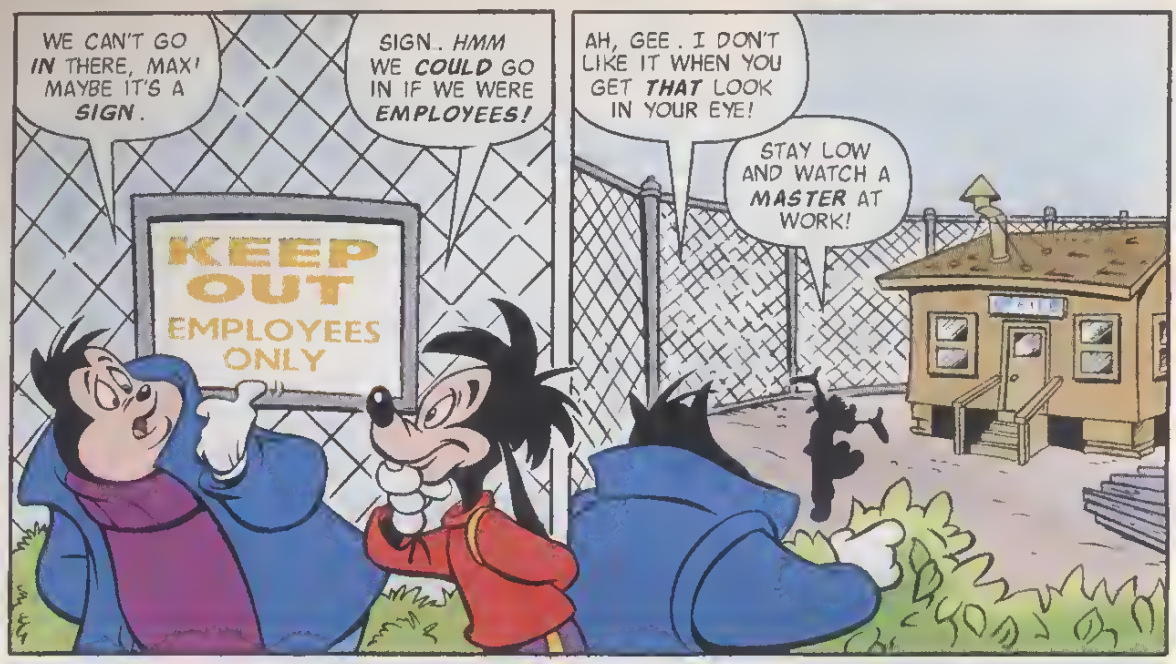
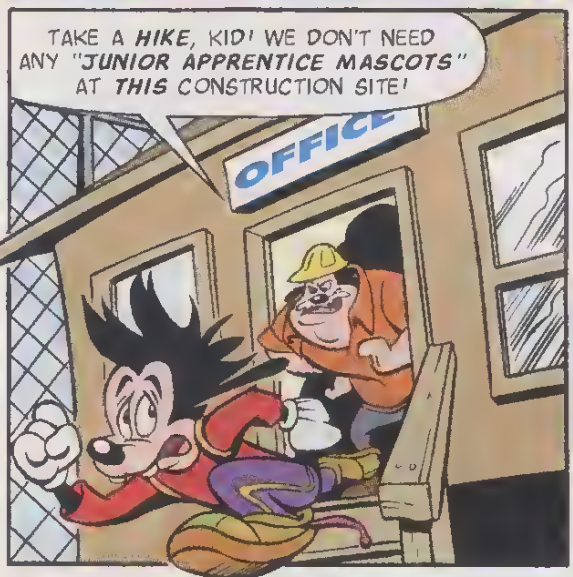
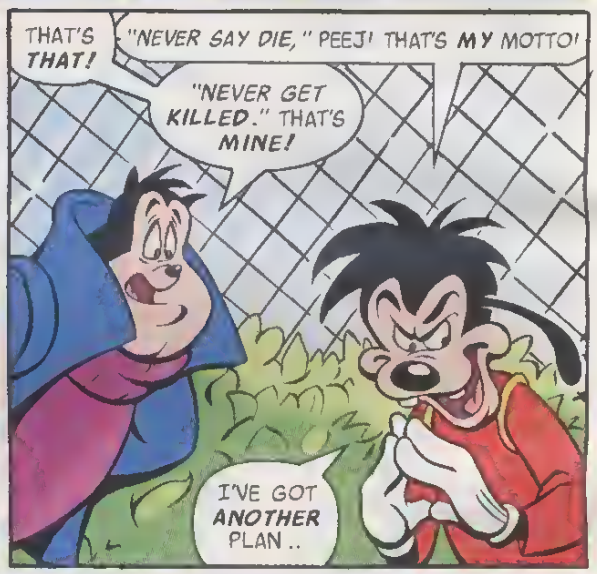

WE CAN'T GO IN THERE, MAX! MAYBE IT'S A SIGN.
SIGN. HMM WE COULD GO IN IF WE WERE EMPLOYEES!
KEEP OUT EMPLOYEES ONLY
AH, GEE. I DON'T LIKE IT WHEN YOU GET THAT LOOK IN YOUR EYE!
STAY LOW AND WATCH A MASTER AT WORK!


TAKE A HIKE, KID! WE DON'T NEED ANY "JUNIOR APPRENTICE MASCOTS" AT THIS CONSTRUCTION SITE!
OFFICE


THAT'S THAT!
"NEVER SAY DIE," PEEJ! THAT'S MY MOTTO!
"NEVER GET KILLED." THAT'S MINE!
I'VE GOT ANOTHER PLAN..

AND SO.
YOU SAY YOU WANT TO BE A CONSTRUCTION WORKER WHEN YOU GROW UP? HOW ABOUT A QUICK TOUR THEN?
Y-YES! S-SURE! WHY ELSE WOULD I BE HERE?
NAILS

OVER HERE WE HAVE THE--
C-CAN I SEE THE DUMP TRUCK WORK, MISTER? PLEASE? IS IT HOT OUT? I'M HOT!

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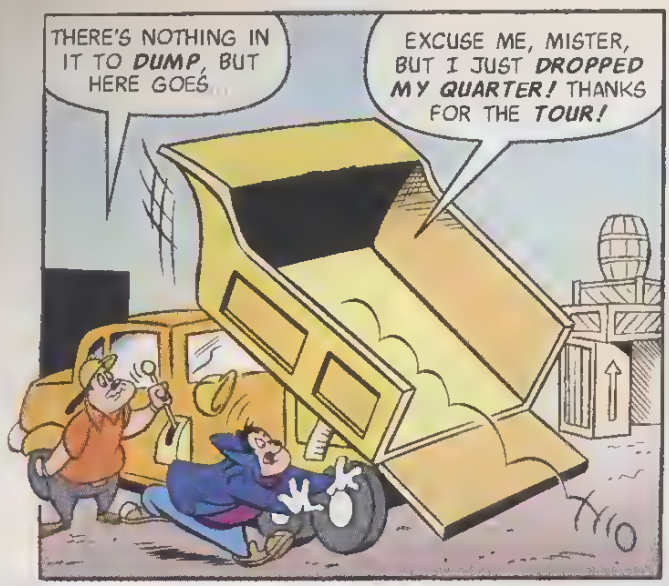
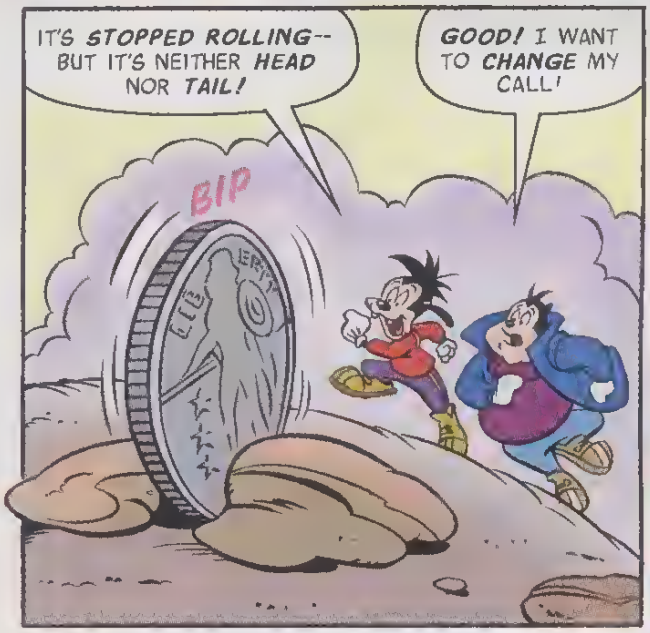
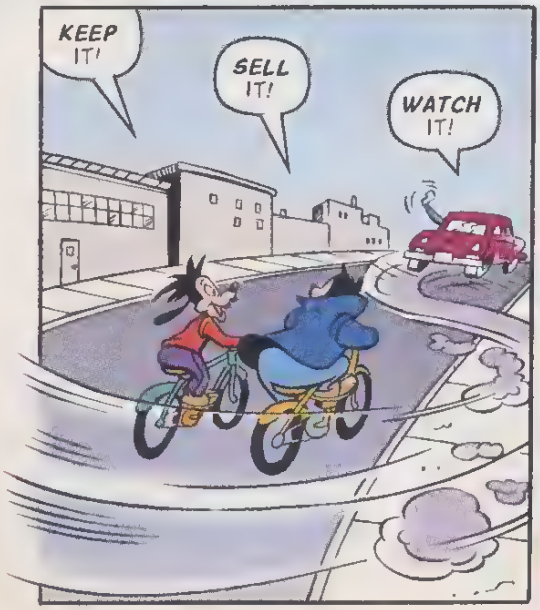
KDZZ-AM, Albuquerque, 1520
KKDD-AM, Las Vegas, 1400
KBEA-AM. Kansas City, 1480
WDOZ-AM, Detroit, 1310
WSYW-AM, Indianapolis, 810
TBA, Philadelphia

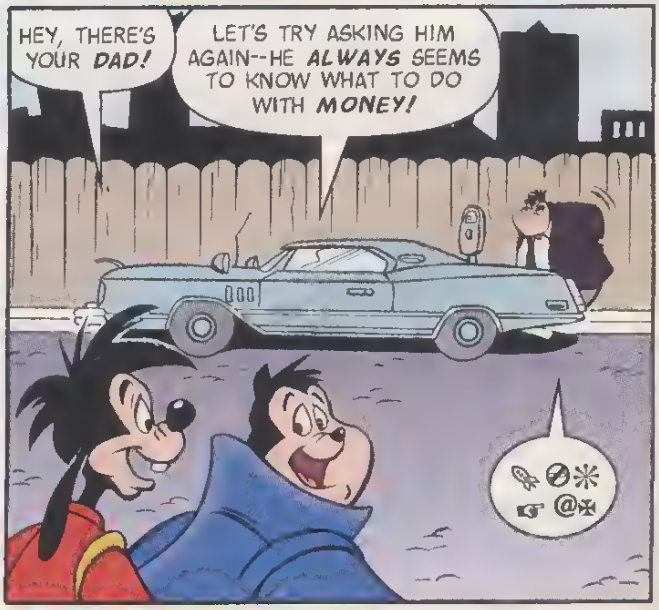

THERE'S NOTHING IN IT TO DUMP, BUT HERE GOES...
EXCUSE ME, MISTER, BUT I JUST DROPPED MY QUARTER! THANKS FOR THE TOUR!

WAY TO GO, PEEJ!
ONLY
THERE IT GOES, MAX!


IT'S STOPPED ROLLING-- BUT IT'S NEITHER HEAD NOR TAIL!
GOOD! I WANT TO CHANGE MY CALL!
BIP

I SAY, SELL IT AND GET RID OF IT!
AFTER ALL THE TROUBLE WE WENT TO TO GET IT BACK? WE'VE GOTTA KEEP IT!


KEEP IT!
SELL IT!
WATCH IT!


HEY, THERE'S YOUR DAD!
LET'S TRY ASKING HIM AGAIN--HE ALWAYS SEEMS TO KNOW WHAT TO DO WITH MONEY!

Available at your favorite stores nationwide. For the locations nearest you, call toll-free 1-800-384-4TSR.

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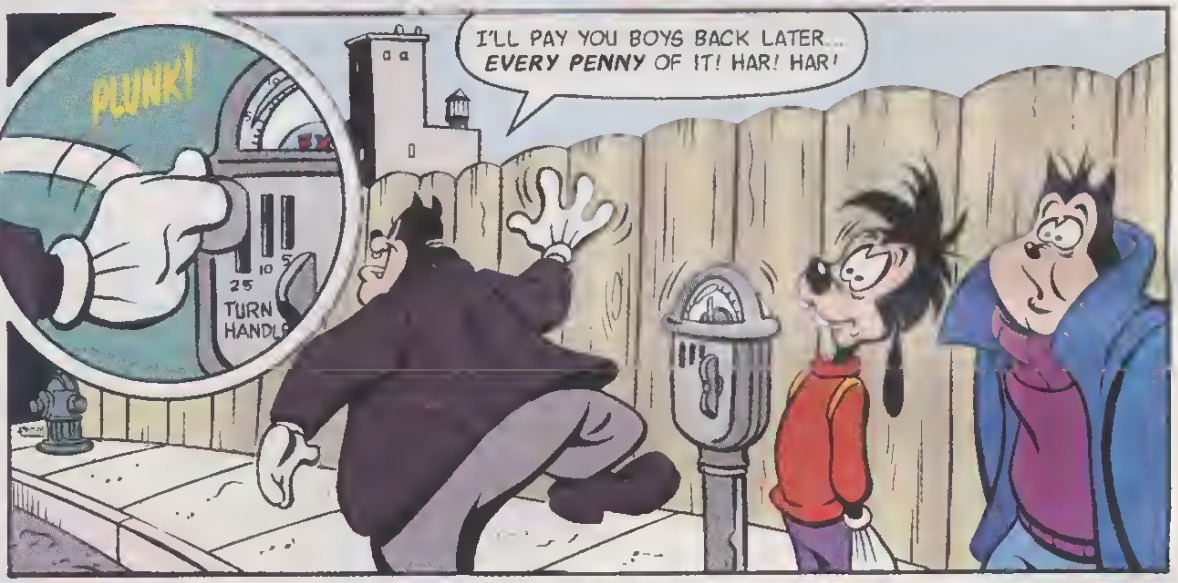
HI, DAD!
WHAT SHOULD WE DO WITH THIS QUARTER?
FRIPPINDIPPIN' GRUMBLEGRUMP. YEAH?
?!

GIVE IT TO ME. I KNOW EXACTLY WHAT TO DO WITH IT!
GRAB


PLUNK!
25
10
5
TURN HANDLE
I'LL PAY YOU BOYS BACK LATER... EVERY PENNY OF IT! HAR! HAR!

LATER..
GAWRSH! YOU BOYS SURE LOOK GLUM! I GOT YOU A LITTLE SUMTHIN'! MAYBE IT'LL CHEER YOU UP!
THAT'S GREAT, DAD! WOW! YOU'RE THE BEST!

BUT WE DON'T NEED THIS BOOK ANYMORE!
NO. BUT YOUR DAD SURE IS GOING TO FIND IT INTERESTING!
COIN VALUES
END

IN 994 A.D. EVERYONE FEARED THE CLAWS OF GOLIATH.

IT'S 1995. NOTHING'S CHANGED.

GARGOYLES

VIDEO GAME

AVAILABLE ON SEGA GENESIS.® COMING SOON ON SUPER NES.™

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techno mania

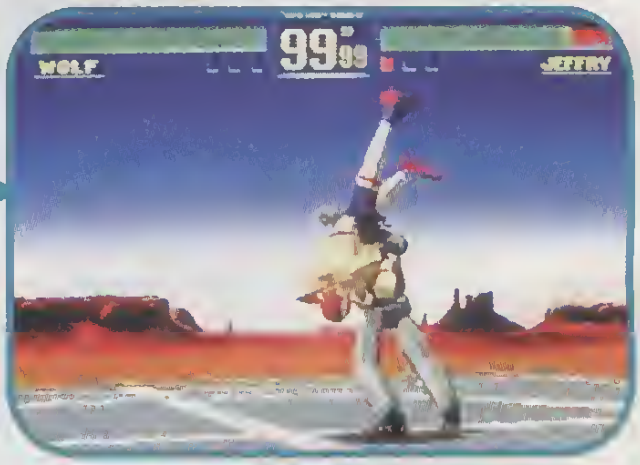
Video games, CD-ROMs, playing tips and more!

SUPER MARIO WORLD 2: YOSHI'S ISLAND

Players: One or two
System: Super NES
Mission: Help Yoshi save baby Mario from the evil Koopas.
Worlds: Six (60 levels)
Difficulty: Brainer

When you reach a dead end, don't panic. A seed might drop from the sky and grow into a giant plant that Mario and Yoshi can climb. • Yoshi can gobble up enemies and turn them into eggs, which he uses as projectile weapons. • Help Mario locate a cape, and he'll be able to run up walls with ease.

VIRTUA FIGHTER



Players: One to eight
System: Genesis 32X
Mission: Win the martial-arts tournament—choose fighters, perform 700 moves, and check out the 3-D action.
Difficulty: Brainer

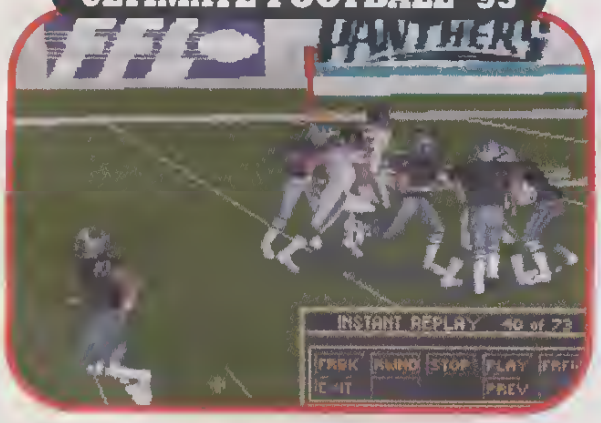
Perform Akira's Tackle Attack correctly, and up to 80 percent of your opponent's energy will be drained! • Launch Pai Chan's Taito-risenkyaku (spin kick) from a crouching position to hurt the opponent while avoiding an oncoming attack. • Never step out of the ring or you'll lose the match instantly.

—*Jason R. Rich*

FUN WITH ELECTRONICS

This brand-new CD-ROM kit from Philips Media is the next best thing to having your own mad laboratory. You get a workbench, a boxful of wires, transistors, LED lights and other gadgetry. • The CD teaches you how electricity works, and shows you how to put together parts to build electrical projects.

ULTIMATE FOOTBALL '95

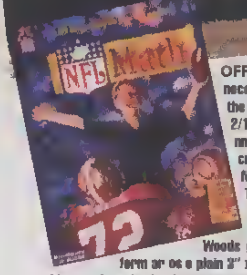


Manage your own team—draft and trade players. • This CD-ROM kit from MicroProse comes with a book that includes official Franchise Football League rules, team rosters and playbooks. • You can even download NFL stats on-line. Or if you'd rather hit the turf yourself, you can play a simulated pro football game, complete with crowd noise.

—*John Cade*

CD-ROMs CD-ROMs CD-ROMs CD-ROMs CD-ROMs CD-ROMs CD-ROMs CD-ROMs CD-ROMs CD-ROMs

THE NFL™ MATH GRIDIRON SWEEPSTAKES



OFFICIAL RULES 1. No purchase necessary. Entrants must be between the ages of 7 and 14 years old as of 2/15/96 to participate. 2. To enter, find answers to the questions on the official entry blank by referring to the NFL Math Gridiron Sweepstakes page. To find the answer to the extra point question, visit your local store and look at the back of the Sanctuary Woods gamebox. 3. Complete official entry form or on a plain 3" x 5" piece of paper, print your name, address, zip code, daytime phone number (including area code) and birth date, and mail together with your answers to the questions, postage prepaid to: Sanctuary Woods/NFL Math Gridiron Sweepstakes, P.O. Box 4218, Chestertown, MD 21690. Limit one entry per person. Entries must be postmarked by 2/15/96. Disney Magazine Publishing (DMP) and Sanctuary Woods are not responsible for lost, late, illegible or misdirected mail. Mechanically produced or photocopied entries will not be permitted. Residents of Ohio and Michigan can obtain the answers and participants can obtain a complete set of official rules by sending a self-addressed stamped envelope to: Disney Adventures/NFL Math Gridiron Sweepstakes, 114 Fifth Avenue, New York, NY 10011. WA and VT residents may omit postage. 4. Winners will be selected in a random drawing to be held on or about 3/1/96 from all eligible entries received by MS Marketing Group, Inc., an independent judging organization whose decisions are final and binding. Odds of winning are determined by the total number of eligible entries received. All entries become the property of DMP and Sanctuary Woods and will not be returned. 5. PRIZES: Grand Prize (1): Personal computer and $500 cash (approx. retail value: $2000); First Prizes (10): Sanctuary Woods Software library (approx. retail value: $120 per library); Second Prizes (20): NFL Team Jersey (approx. retail value: $40 each). Third Prizes (25): Subscription to Disney Adventures (approx. retail value: $19.95 each); and Fourth Prizes (50): NFL Team Cap (approx. retail value: $10 each). 6. A potential winner's parents or legal guardians will be required to sign, and return within fourteen (14) days of receipt of name, an affidavit of eligibility and release of liability pertaining to the use of a prize. Noncompliance with this requirement within such time, or the return of any notification of prize award as undeliverable, will result in disqualification and selection of an alternate. 7. All prizes are guaranteed to be awarded. Winners will be notified by mail and prizes will be awarded on or about 3/30/96. Limit one prize per family or household. Prizes are not redeemable for cash or transferable. No prize substitutions allowed except at sole discretion of sponsor. All Federal, State and local taxes are the sole responsibility of the winner (or the parent/guardian). Acceptance of prize constitutes permission to use winner's name and/or likeness for advertising and promotional purposes without further compensation, except where expressly prohibited by law. By participation in this sweepstakes, entrants agree that NFL Properties, the NFL, its Member Clubs and each of their respective affiliates, officers, directors, agents, and employees will have no liability or responsibility for any claim arising in connection with participation in this sweepstakes or any prize awarded. 8. Sweepstakes open only to legal residents of the United States (excluding its territories, commonwealth and overseas military installations). Employees and their families of DMP, Sanctuary Woods, their parent and affiliated companies, advertising and promotion agencies and MS Marketing Group, Inc. are not eligible. Void where prohibited by law. All Federal, State and local laws and regulations apply. 9. Sweepstakes begins 11/1/95 and ends 2/15/96. Entries must be postmarked by 2/15/96. For a list of prize winners send a self-addressed stamped envelope after 3/1/96 to: Disney Adventures/NFL Math Gridiron Sweepstakes, 114 Fifth Avenue, New York, NY 10011. WA and VT residents may omit postage.

SANCTUARY WOODS

Mail To:
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P.O. Box 4218,
Chestertown, MD 21690

RECORD YOUR ANSWERS HERE

① _____ ② _____

③ _____ ④ _____

EXTRA POINT _____

NAME _____

STREET _____ CITY _____

STATE _____ ZIP _____

BIRTHDAY _____

AREA CODE & TELEPHONE NUMBER _____

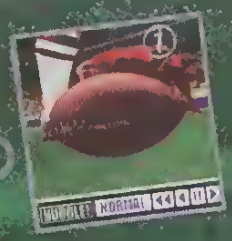
THE NFL™ MATH GRIDIRON SWEEPSTAKES

YOU COULD WIN YOUR VERY OWN PC PLUS A CHANCE TO WIN AN EXTRA $500 CASH!

HOW TO PLAY

See if you can complete a full series of downs by answering the question next to each down. Be sure to write your answers on the Official Entry Form. You could win a PC or one of these great prizes.

- 1 of 10 Sanctuary Woods Software library
- 1 of 20 NFL Team Jersey
- 1 of 25 Subscription to Disney Adventures
- 1 of 50 NFL Team Cap



① OPENING SNAP

During Training Camp, a typical morning might begin at 8:30 and include 45 minutes of warm up activities and a 1 1/2 hours of field practice. What time is morning practice over?

A. 12:00 B. 11:45
C. 12:45 D. 11:15

② RAZZLE DAZZLE

In the 1978 season, the Colts allowed 3,010 rushing yards. In 1980, the Saints allowed 3,106 rushing yards. Which team allowed the most rushing yards?

A. The Saints
B. The Colts

③ LOOK LEFT, FAKE RIGHT

In their 1986 season game, the Jets and the Dolphins gained 884 combined passing yards. In their 1982 season game, the Chargers and the Bengals gained 883 combined passing yards. Which year saw the most combined passing yards in a single season?

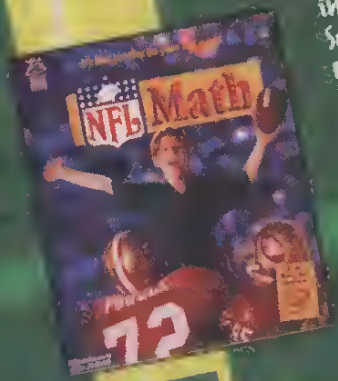
A. 1982
B. 1986

④ SPRINT TO THE GOAL LINE

Would you measure or estimate the amount of food consumed at NFL Football Games?

A. Measure
B. Estimate

TOUCHDOWN!!!



GO FOR THE EXTRA POINT AND WIN $500!

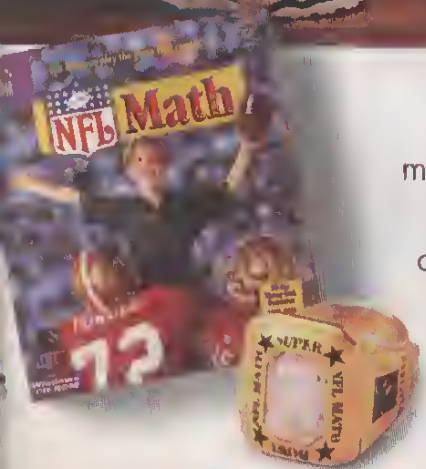
SANCTUARY WOODS

HERE'S YOUR CHANCE TO PUT IT THROUGH THE UPRIGHTS FOR SOME EXTRA CASH. JUST VISIT YOUR LOCAL STORE AND ENTER THE NAME OF THE PROFESSIONAL FOOTBALL PLAYER WHO APPEARS ON THE BACK OF THE BOX.

PLEASE TURN TO THE PREVIOUS PAGE FOR THE OFFICIAL ENTRY FORM.

What are you doing in there?

My homework.



Up by six. Third down. Five to go. Two minutes remaining.

This is a game of numbers. And they could add up to your very own Super Bowl ring.

NFL™ Math on CD-ROM or floppy. It's how you play the game that counts.

SANCTUARY WOODS

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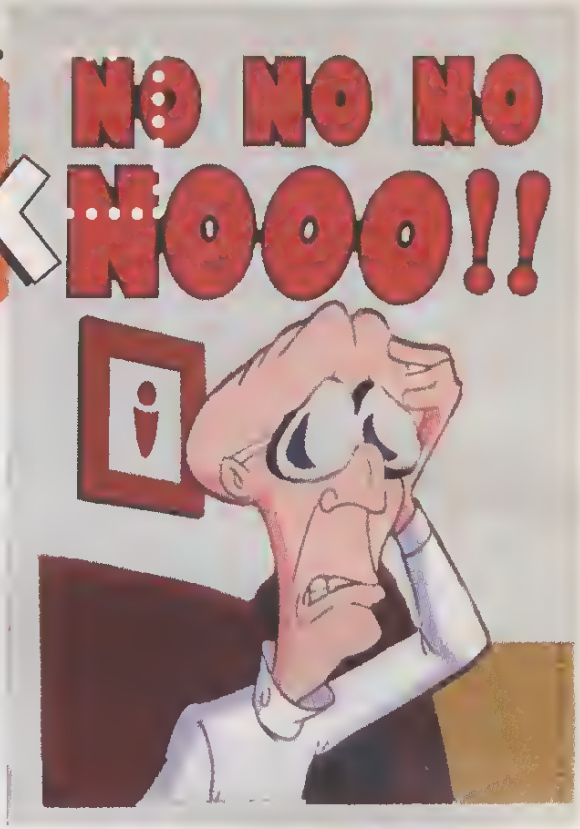
Card Shark

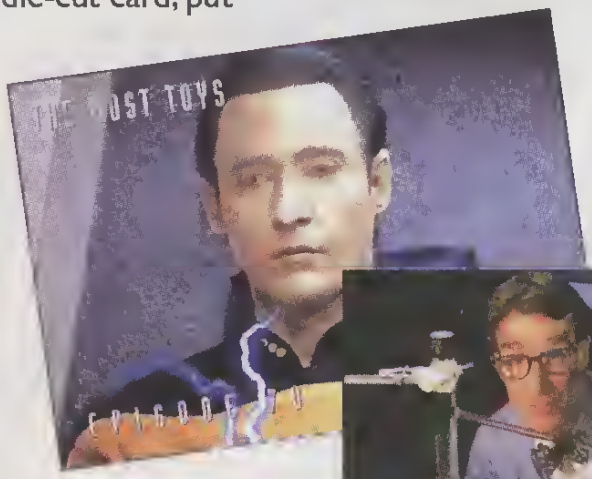


First there was the TV show, and now Bill Nye has created a card set guaranteed to make science as fun as card collecting. Here are the highlights of the 94-card set:

Dino-mite Dino Facts: These cards feature everything you ever wanted to know about the ankylosaur, diplodocus and four of their friends. Plus, you can punch the dinos out of the die-cut card, put them together, and make your own mini Jurassic Park.

Out of This World: The eight-card Mobility set includes all sorts of facts and figures about all nine planets and can be made into a spaced-out mobile.

Static Cling—It's Not Just for Laundry Anymore: The nine Static Cling cards, featuring funny sayings from the show, have shiny vinyl decals to stick on your window, computer, refrigerator or desk.



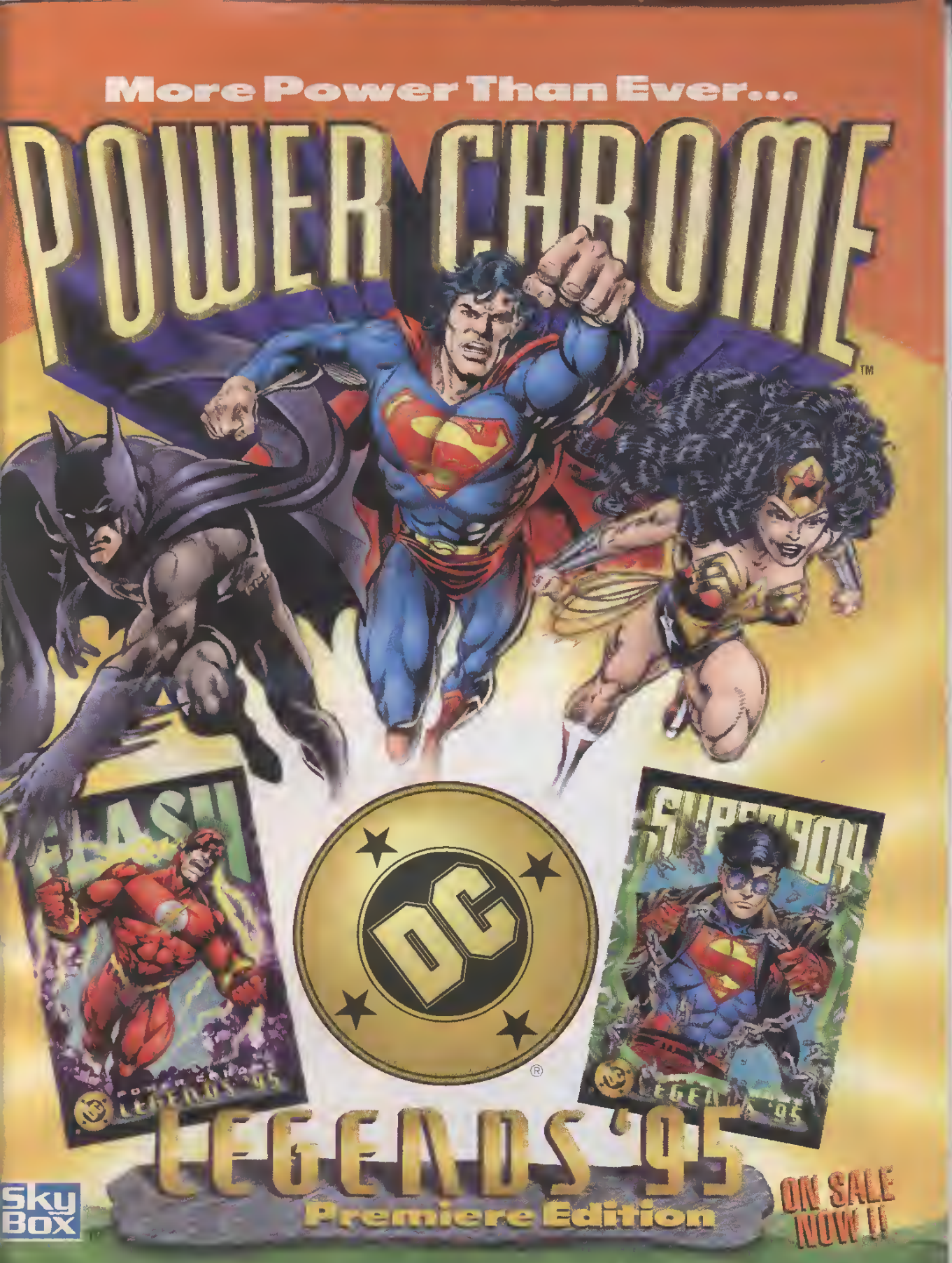
Cool cards: Animaniacs' Dr. Scratchansniff (top), Star Trek: TNG's Data (above) and Bill Nye (right).

Other Now Sons 4 U 2 Collect:

Yakko, Wakko and Dot star in the new 72-card **Animaniacs** set from Topps. Look for more static-cling cards and 12 stickers.

You said "Make it so," so SkyBox did. The third season of **Star Trek: The Next Generation** cards are out, featuring foil-embossed and hologram card subsets.

What cards do you collect? Write to Card Shark, DISNEY ADVENTURES, 114 Fifth Avenue, New York, NY 10011-5690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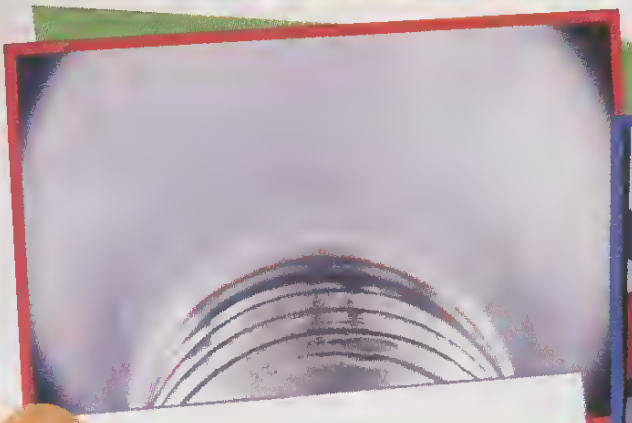
puzzles

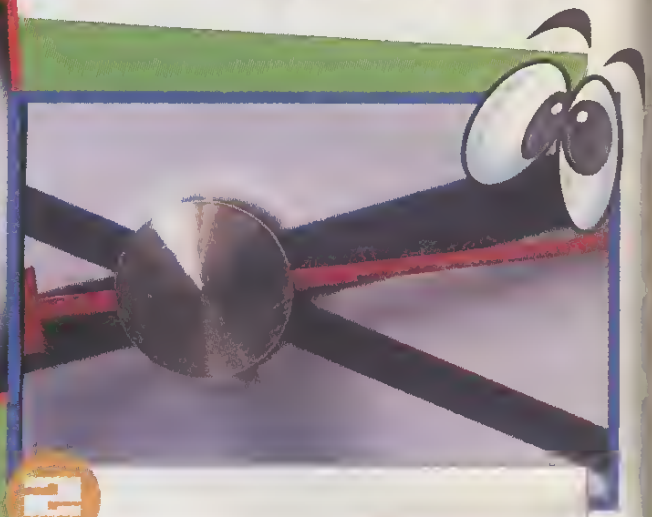
use your brain!

eye bogglers

Can you recognize these common items this close up? Try to figure out what they are, and put your answers in the boxes.



1



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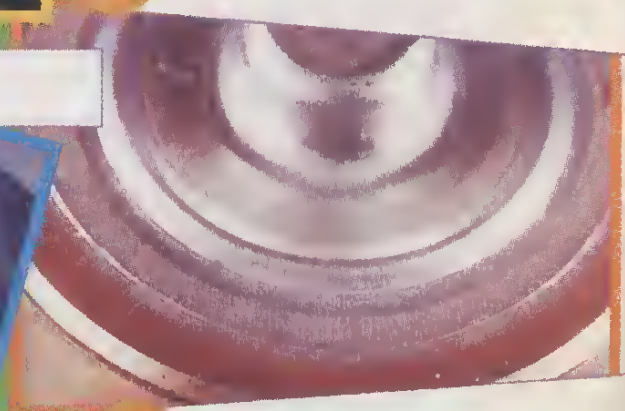

6

See answers on page 95.

Why did Santa have only eight reindeer on Christmas Eve?

Comet was home cleaning the kitchen.

answers

EYE BOGGLERS

1. Lightbulb
2. Clock hands
3. Shaver
4. Light switch
5. Doorknob
6. Battery

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see you next month!

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Top-secret assignment: Mr. Adventure goes undercover with the CIA.

Whip out those notebooks! Enter our **Junior Reporter Contest**—you could become part of the D.A. staff.

Michelle

Our **Holiday Movie Roundup** won't leave you sitting in the dark! All this and more in our next issue of D.A.

Phyllis

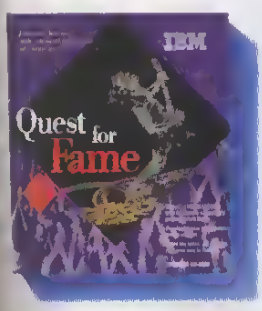
Wanna don **Ace's** 'do? I got the stylists and designers on *Ace Ventura: When Nature Calls* to give me tips on wacky hair and fashion.

Liz

Parents yell at you.

Teachers yell at you.

But when 10,000 rock 'n' roll fans yell at you,
you'll probably pay attention.



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noise from our

fun & games

dept

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